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THE CAVERNS OF KALTE
THE CHASM OF DOOM
SHADOW ON THE SAND
THE KINGDOMS OF TERROR
CASTLE DEATH
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THE CAULDRON OF FEAR
THE DUNGEONS OF TORGAR
THE PRISONERS OF TIME
THE MASTERS OF DARKNESS

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WAR OF THE WIZARDS

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of Lone Wolf and Grey Star

The FREEWAY WARRIOR Series

HIGHWAY HOLOCAUST
MOUNTAIN RUN
THE OMEGA ZONE
CALIFORNIA COUNTDOWN

BOOK 4
FREEWAY WARRIOR

**CALIFORNIA
COUNTDOWN
JOE DEVER**

Illustrated by Brian Williams

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Pacer BOOKS FOR YOUNG ADULTS



BERKLEY BOOKS, NEW YORK

For Tyler Stevenson

This Berkley book contains the complete
text of the original edition.

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10 9 8 7 6 5 4 3 2 1

ACTION CHART

SURVIVAL SKILLS

SKILL PTS

DRIVING	
SHOOTING	
FIELD CRAFT	
STEALTH	
PERCEPTION	

BACKPACK

max 10 items

NO ENCUMBRANCE

1. _____
2. _____
3. _____

REDUCE STEALTH BY 1

4. _____
5. _____
6. _____

REDUCE STEALTH BY 2

7. _____
8. _____
9. _____

REDUCE STEALTH BY 3

10. _____

MEDI-KIT

WATER CANTEEN

(2 pints)

Full
1 1/2 pts
1 pt
1/2 pt

CLOSE COMBAT SKILL

ENDURANCE

Can never go above
initial score. 0 = dead

CLOSE COMBAT RECORD

ENDURANCE POINTS

ENDURANCE POINTS

CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
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CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
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CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
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CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
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CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
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CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
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AMMO POUCH

Maximum quantities: 40 × 9mm
20 × 7.62mm
10 × 12 gauge



9 MM



7.62 MM



12 GAUGE

WEAPONS

CLOSE COMBAT WEAPONS

CCS BONUS

Maximum 2 Close Combat Weapons

MISSILE WEAPONS

CALIBRE Rate of Fire

Maximum 3 Missile Weapons

2 MISSILE WEAPONS - REDUCE STEALTH BY 1

3 MISSILE WEAPONS - REDUCE STEALTH BY 2

Dateline to Disaster

- 1990–1998** Rise of global terrorism on an unprecedented scale. Political violence funded by organized crime syndicate called HAVOC – The Hijack, Assassination and Violent Opposition Consortium.
- 1998–2003** The governments of many small and impoverished nations fall into the hands of HAVOC. International terrorists receive arms, training and shelter in these 'Badlands'.
- 2003–2008** Raids on oil and gas installations, assassinations, and the kidnapping of prominent world statesmen become commonplace as HAVOC attempt to terrorize the civilized world into submission. Despite public outrage and growing international tension, the major powers steadfastly refuse to give in to HAVOC's demands.
- 2008** President of the United States and General Secretary of Supreme Soviet both assassinated at emergency summit meeting. US, USSR and major

European nations create the World Defence League and declare war on HAVOC. The Badlands are invaded, key HAVOC bases destroyed, and thousands of HAVOC agents are captured.

2009 HAVOC leaders imprisoned for life in 'Deep Pens' — maximum security gaols located deep underground — to prevent their escape or release by HAVOC agents still at large.

2010 New leadership emerges to unify the scattered remnants of HAVOC and plan revenge.

2011 A WDL train transporting seventeen 100-kiloton nuclear warheads, destined to be neutralized and dismantled, is attacked by HAVOC agents. The train is destroyed and its deadly cargo stolen.

2012 HAVOC hijack a WDL news satellite and broadcast a chilling ultimatum.

New Year's Day They have planted the seventeen stolen warheads in major cities throughout the US, USSR and Europe. They call for the immediate release of all HAVOC agents held in Deep Pens, plus the payment of \$2 trillion in gold bullion, or they will trigger the warheads one by one until their demands are met in full.

A twenty-four-hour deadline is set. WDL leaders declare emergency and request that the deadline be extended. HAVOC refuse.

2nd January First warhead detonated at Brie Nuclear Energy Plant, ten miles south of Paris, France. Blast and radioactive fallout claim millions of lives. HAVOC repeat their demand and extend deadline by twenty-four hours.

3rd January World Defence League agents discover location of HAVOC command headquarters on an island in the South Pacific Ocean. Immediately orders are given to infiltrate and destroy the HQ and its occupants. The assault is swift and decisive; the complex is quickly overrun and its inhabitants are killed.

Yet, ironically, as the news of this victory is being relayed around the world, HAVOC enact their ultimate revenge. A transmitter hidden on the island, fitted with a time-delay mechanism, clicks on, sending its high-frequency radio signal to a communications satellite orbiting the earth. This signal is amplified and returned to earth where, simultaneously, it triggers the remaining nuclear warheads.

The initial explosions set off a disastrous chain reaction that feeds on civil and military nuclear installations all across the northern hemisphere. Hundreds of millions of people are killed within days, and many more perish during the years that follow, falling victim to the lingering radioactivity and the severe climatic changes that affect the earth.

2012–2019 Gale force winds sweep across the world, carrying enormous amounts of dust into the upper atmosphere and preventing much sunlight from reaching the earth's surface. Temperatures plummet, deterring survivors from remaining above ground. Communications are disrupted by gamma radiation, making all radio, cable and satellite contact impossible. Small colonies of survivors develop in total isolation from one another during these years of darkness.

2019–2020 Gradually, the dust storms die down and the sun penetrates the atmosphere, thawing the earth's frozen surface. Radiation decays to tolerable levels, and survivors emerge to reclaim what little remains of the world they once knew.

The Story So Far

You are Cal Phoenix, a survivor, born in California on Thanksgiving Day in the year AD 2000. In 2012, whilst on winter vacation at your Uncle Jonas' and Aunt Betty-Ann's ranch in Texas, you were invited to visit a shale-oil mine near Austin, the first of its kind in Texas. As Chief-of-Construction, your uncle was proud to take you on a guided tour of the whole underground complex, which, for security reasons, was totally self-supporting. It was during this tour on 3rd January 2012, that the holocaust began.

You remember how the ground shuddered when the shock waves of the first distant explosions reached the mine and how you thought it was the start of an earthquake, such as you had experienced many times at home in California. But as the levels nearest the surface began to collapse and the central elevator shaft filled with rubble, you realized the awful truth. At first there was no way of telling the extent of the surface devastation. Below ground, the safety generators had automatically switched into operation when the main power supply failed, and the tremors had faded quickly, which encouraged your aunt and uncle to believe that the damage above was superficial. Uncle Jonas was confident that the military would mount a rescue operation and that you would be brought out within a few days, a week

at the most. Aunt Betty-Ann too was optimistic. After all, there were emergency supplies, enough to feed 200 men for a whole month. Little did she know that the three of you would end up consuming all those supplies, or that the mine would become your home, your shelter and your prison for the next eight years of your lives.



It was early September in the year 2019 when eventually you broke through to the surface. The landscape surrounding the mine looked like the surface of another planet. Few structures had survived the blizzards and intense cold that had swept around the world in the years following 'The Day', and now, after the dust had settled and the sun returned, the once-fertile plains of Austin resembled little more than a desert of parched and broken rock, littered with the artefacts of an absent civilization. During the first few days, when you set out to explore this wilderness, it was easy to believe that you were the only survivors. But on the morning of the fifth day Uncle Jonas made chance radio contact

with a family called Ewell, who were living near the ruins of McKinney, thirty miles north of Dallas. They told him that they had been in touch with a handful of other groups, who had managed somehow to survive the holocaust. Most were isolated, unable to move due to lack of fuel, food or water. They had urged those who could travel to join them in McKinney, to start a new community there, and some were already on their way. When your uncle and aunt accepted their invitation, the Ewells were enthusiastic but they also warned you to be wary — not everyone who had survived wanted to establish a new community. The ruins of some large Texan cities, such as Dallas and Fort Worth, were controlled by gangs of criminals who fought with each other and terrorized anyone seeking to re-establish law and order. They urged you to avoid these gangs at all costs.

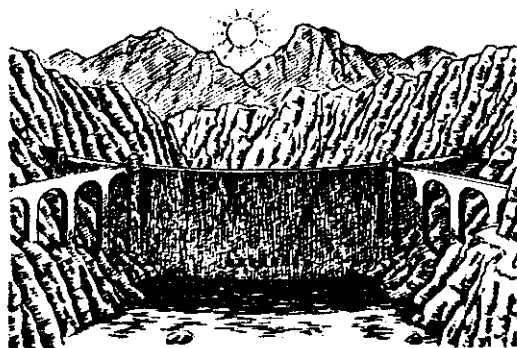
It took more than a week to discover a vehicle capable of transporting you to McKinney. It was an old school bus parked in an underground lot where it had survived the years of sub-zero blizzards. With fuel and spares salvaged from the mine, you managed to coax it back to life, whereupon you set off on your journey north. When you arrived at the town, it was easy to find where the Ewells lived, for their ranch was the only place that was still standing. It looked more like an old frontier post than a ranch, with its fortified perimeter wall, lookout posts and stake-filled moat. However, after being ambushed and shot at by the city gangs of Fort Worth during the final stages of your journey, you could readily understand the need for these defences.

'Pop' Ewell, the seventy-year-old grandfather of the Ewell family, was the leader of this small colony of survivors, and it was he who had urged Uncle Jonas to join them when your uncle had first made radio contact. The colony numbered less than a dozen at the time of your arrival, yet as the airwaves became clearer and new contacts were made, the number had soon more than doubled to twenty-five. It was decided that a name was needed to identify the settlement. The name 'Dallas Colony One' was adopted – 'DC1' for short – and from that day on, everyone worked hard to make DC1 a secure haven for those seeking refuge from the hostile wastelands and marauding city gangs.

'Cutter' Jacks was one such refugee. Before 'the Day' he had been chief mechanic at the International Grand Prix Circuit near Lake Dallas, and his incredible skill and knowledge of engines was soon to prove invaluable to the colony. He taught you how to drive, and from a pile of old wrecks that you helped him salvage from the circuit, he built you a powerful, customized car. You used it to patrol the highways north of the city, keeping a lookout for gangs of city punks who frequently mounted raids to steal or destroy DC1's supplies. Cutter also taught you to shoot, and it was your natural prowess with a gun, and your skill behind the wheel, that was to earn you the begrudging respect of your enemies, who took to calling you the 'Freeway Warrior'.

Six months after your arrival at DC1, the colony was faced with a major crisis. A heat wave caused a drought that threatened to destroy the food supply. Crops were failing and the colony's artesian well –

its only source of uncontaminated water – was beginning to dry up. The drought was also provoking more attacks from the city punks who were desperate for food and water. Their common need had united them and now they posed a very real threat to the security of DC1. It was the last day of May, 2020, when Pop Ewell made radio contact with another colony, who were based in the city of Big Spring, 300 miles west of McKinney. Their situation was completely the reverse of DC1's: they had food and water in plentiful supply but they were desperately short of fuel. They told of their contact with survivors in Tucson, Arizona, who also were without fuel. The Tucson colony reported that the territories west of the Sierra Nevada Mountains had been spared the worst effects of the radioactive blizzards that had devastated the rest of the country and, miraculously, much of southern California was still widely populated: it had survived the last eight years virtually intact. When you heard the news, you could hardly believe your ears. Perhaps your family was still alive; perhaps there was still a chance that one day you would be reunited.



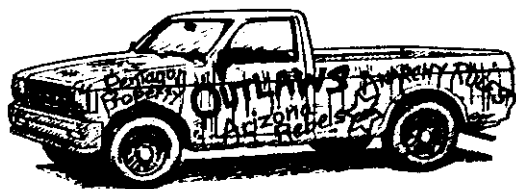
A meeting was held to decide how best to deal with the crisis facing DC1. Everyone agreed that staying at McKinney could lead only to eventual death, either slowly from starvation or suddenly at the hands of the murderous city gangs. The only choice open to DC1 was to try to reach California: only there lay any real hope for the future of the colony. The decision was relayed to the survivors at Big Spring, and a deal was struck to rendezvous with them as soon as possible. DC1 would give them fuel in exchange for food and water, and together they would join up with the Tucson colony for the final stage of the journey to California.

Careful preparations were made for the long trek, and three vehicles were chosen to make up the convoy: the school bus, your customized roadster and a gasoline tanker laden with 5,000 gallons of petroleum syphoned from underground storage tanks at the Ewell ranch. Supplies of food and water were adequate but the colony lacked sufficient firearms and ammunition with which to defend itself. On the day before the convoy was due to leave, one of the colonists was sent north to search the town of Sherman for weapons. He radioed back to say that he had found a cache of hunting rifles and ammunition, but that his truck had broken down and he was stranded in the town. He had also found a survivor — a beautiful teenage girl — and he requested that you go to Sherman to pick them both up. As soon as you arrived you were ambushed by the scouts of a brutal gang of bikers known as the Detroit Lions and, in the ensuing gun battle, you killed Stinger — the scouts' leader.

Later you learned that the girl, Kate Norton, was the sole survivor of a Kansas City colony that had been attacked and wiped out by the Detroit Lions. The Lions' leader, who calls himself Mad Dog Michigan, had taken a liking to her and spared her life. Mad Dog was once a high-ranking HAVOC agent who had escaped from Pontiac Deep Pen near Detroit, and he and his gang, most of whom were also HAVOC escapees, were heading for the Fort Hood Military Reserve near Killeen, Texas, the largest armoury in the whole of the United States. There he hoped to find enough weapons to equip the other HAVOC clans, who were now in control of cities all along the eastern seaboard. Kate had managed to steal a motorcycle and escape from their camp, but Mad Dog was determined to get her back. He sent his brother — Stinger — and a handful of his best scouts to track her down, and they had finally caught up with her at Sherman.

When Mad Dog learned that you had killed his brother, he vowed to get even with you. He abandoned his plans to loot Fort Hood and embarked instead on a relentless pursuit of your colony as it crossed the sun-scorched wastelands of Texas. The journey to Big Spring was fraught with great danger and yet, in spite of the many perils you faced, or perhaps because of them, you felt yourself falling in love with Kate and you sensed that she was becoming increasingly fond of you. Sadly, the convoy was only a few miles from Big Spring when disaster struck. The land surrounding the settlement was controlled by a gang of bikers, a renegade clan called the Mavericks, who had been the bane of the

Big Spring colony for many months. As the convoy drew nearer to its destination, the Mavericks launched an attack, and, in the running battle that ensued, they captured and abducted Kate. The convoy entered the fortified gates of Big Spring to a rapturous welcome from the colonists of that settlement, but for you the celebration was soured by the vivid memory of Kate's abduction. You vowed to rescue her, and from that moment on every waking minute of every day at Big Spring was spent thinking about little else.



By chance it transpired that the leader of the Mavericks, a blond-haired murderer called Amex Gold, was a former HAVOC agent, who had served under Mad Dog Michigan before 'the Day'. He offered to join forces with the Lions and, as a gesture of his loyalty to his former commander, he returned Kate to him. Together the Lions and the Mavericks launched a hasty attack on Big Spring, yet, although they outnumbered the colony by more than three to one, they were unable to breach the settlement's fortified perimeter wall and were repelled with heavy losses. On the day after the attack, Pop Ewell

discovered the radio frequency that the clansmen were using and was able to eavesdrop on their communications. He learned that Mad Dog had ordered another HAVOC clan, the Saints, who were based in New Orleans, to come to reinforce his command; they were expected to arrive within the week. He also overheard Mad Dog arrange a meeting with Mekong Mike, the leader of the Angelinos, a gang who controlled the city of San Angelo. He wanted him as an ally and was prepared to offer guns and ammunition in return for his help in destroying the Big Spring colony. Two days later, Mad Dog Michigan set off for San Angelo at the head of a motorcycle pack 200 riders strong. Those few clansmen who remained with Amex Gold tried all manner of tricks to convince the colony that the Mavericks and the Lions still surrounded Big Spring in strength, but to no avail. The senior members of the newly enlarged colony convened a meeting, at which it was decided that, with the clansmen now at their weakest, and with the appearance of the New Orleans gang expected at any time, a breakout had to be attempted without delay. There was only one way for the colony to reach Tucson overland and that was to follow the remains of Interstate Freeway 10 through the arid, mountainous territory of western Texas. Precisely half-way between Big Spring and Tucson lies the city of El Paso. To reach this city in one piece became the convoy's goal. It lay at the end of a long and tortuous stretch of mountain highway, undoubtedly one of the toughest you would have to face on your journey to California.

Under cover of darkness, the convoy escaped from Big Spring and sped westwards. Now your vow to

rescue Kate could at last be realized and, at the first opportunity, you told the colony of your plans. Reluctantly they let you leave the convoy and go to San Angelo, where you intended to infiltrate the meeting between the Lions and the Angelinos in the hope of finding Kate there. Your skill and daring were rewarded, for you were able to locate and rescue Kate from under the very noses of the clan leaders. During your escape from their city, you killed Mekong Mike, the Angelinos' leader, and stole a map from Mad Dog Michigan. Later you discovered that this map contained vital details of a HAVOC operation to take over the whole of the United States.

As you escaped westwards from San Angelo, you encountered three soldiers, survivors from a world Defence League outpost in southern Texas, who were also heading for El Paso, where the remnants of their command group were stationed. You joined them and together you rendezvoused with the convoy at the entrance to the only passable road through the Apache Mountains. A fierce battle was raging along this pass between the Mavericks and a clan of Mexicans who had crossed the border in search of food and supplies. The convoy was forced to run the gauntlet of their gunfire before finally reaching its goal. Upon entering the city, you received a warm welcome from the WDL command group who were defending the military reserve of Fort Bliss. They celebrated your arrival for several days until the appearance of Mad Dog Michigan and an army of clansmen numbering over 1000 strong brought an abrupt end to the festivities. He had persuaded the Mexicans to join with the Lions, the

Mavericks and the Saints, all of whom were now united to his cause. The situation was desperate. Faced with overwhelming odds, the WDL command tried to negotiate with Mad Dog but he rejected their overtures with disdain. He sent a reply to the command leader, Captain Frankland, in which he reaffirmed his vow to avenge his brother's death. His aims were brutally simple: he promised that neither you nor any of the colony would ever leave EL Paso alive. He set up headquarters in Ciudad Juarez, on the Mexican side of the Rio Grande, where he directed his clan army to encircle and lay siege to the colony.

For two weeks, he launched repeated attacks, calculated to weaken your defences. The colony withstood the assaults, but the constant attrition began to erode your hopes of ever being able to break out of El Paso and reach Tucson in one piece. Then a radio message was intercepted that was to turn this desperate situation into a crisis. A clan convoy of trucks was bound for Mad Dog's headquarters in Ciudad Juarez. On board were enough high explosives to blow Fort Bliss, and everyone in it, to sightless atoms. Something had to be done to prevent Mad Dog from using these explosives. Out of desperation was born a daring plan. The explosives had to be destroyed as soon as they reached Ciudad Juarez. It was a dangerous and potentially suicidal mission, too difficult for one man alone, therefore Captain Frankland chose to lead the mission himself and he called for three volunteers to accompany him. Two WDL soldiers, Haskell and Knott, readily accepted the challenge and, mindful that the future of the colony was

dependent on the success of this mission, you summoned up enough courage to volunteer as the fourth member of his team.



Armed with contact mines, the four of you infiltrated Mad Dog's base and blew up the explosives shortly after they arrived there. The unexpected destruction of the base threw his clan army into confusion and enabled the colony to break out of Fort Bliss virtually unopposed. As the colony made their escape westwards towards Tucson, your team escaped from Ciudad Juarez in a hijacked truck and made its way along the Mexican border. The plan was for you to rendezvous with the colony the following day, but mechanical breakdowns and skirmishes with Mad Dog's scouts prevented an early reunion. Enraged by the sheer nerve of your attack and the damage inflicted upon his command, Mad Dog Michigan sent for Helmut Varken, the most ruthless of all his HAVOC assassins. Relentlessly Varken shadowed your team as you traversed the mountainous forests of southern Arizona and, one-

by-one, he coldly murdered your comrades until only you remained.

In a fateful showdown in the town of Tombstone, you faced Varken and avenged your dead companions in the yard of the town's historic courthouse. Using the deceased assassin's motorcycle, you reached Interstate 10 and followed tyre tracks that were made a day before by the convoy vehicles. They led you to the town of Benson, forty miles south-east of Tucson, where unexpectedly you met up with Kate Norton. When your team had failed to make the rendezvous, the colony had come to the reluctant conclusion that you had all perished at Ciudad Juarez. Only Kate clung to the belief that you were still alive and had persuaded the colony leaders, against their better judgement, to allow her to wait for you here.

Driving your roadster, the two of you set off confidently on the final leg of your journey to Tucson. However, your confidence was soon shattered by the sudden appearance of another roadster, an armed and armoured racing machine driven by none other than your arch enemy, Mad Dog Michigan. A vicious road duel ensued as you raced towards the sanctuary of the Tucson stronghold, a battle that culminated in a high-speed collision that sent your enemy careering off the freeway at over 100 miles per hour. The last you saw of the HAVOC leader was when his roadster plummeted into a deep drainage-way called the Pantona Wash.

You and Kate entered the Tucson stronghold to a hero's welcome. The colony was overjoyed, for

they feared that they would never see either of you again. They were saddened to hear of the deaths of your comrades, yet all drew some comfort from the knowledge that the memory of their sacrifice would never fade. Had it not been for their bravery, the convoy would never have reached Tucson intact.

The Game Rules

Before embarking on your adventure, you must first determine your personal characteristics and the weapons and provisions with which you are equipped. On pages 6 and 7 you will find an *Action Chart* on which to record and amend these details as the adventure unfolds. For ease of use during play, it is recommended that you photocopy these pages.

Your personal characteristics comprise two basic attributes: CLOSE COMBAT SKILL and ENDURANCE. To discover your initial CLOSE COMBAT SKILL, take a pencil and, with your eyes closed, point the blunt end of it on to the *Random Number Table* at the back of this book. If you pick a 0 it counts as zero. Add 10 to the number you have picked and write the total in the CLOSE COMBAT SKILL section of your *Action Chart* (for example, if your pencil falls on the number 5 in the *Random Number Table*, you have a CLOSE COMBAT SKILL total of 15). When you fight an enemy in hand-to-hand combat, your CLOSE COMBAT SKILL will be measured against that of your enemy, so a high score in this section is desirable.

To discover your ENDURANCE level, repeat the process, but this time add 20 to the number you have picked from the *Random Number Table*. Write the total in the ENDURANCE section of your *Action Chart*

(for example, if your pencil falls on the number 8 on the Random Number Table, you have a total ENDURANCE score of 28). If you are wounded in combat, or injured at any other time during your adventure, you will lose ENDURANCE points. If, at any time, your ENDURANCE points total falls to zero, you are dead and the adventure is over. You can regain lost ENDURANCE points during the course of the adventure, but your ENDURANCE level can never rise above your initial score.

== Survival Skills ==

Ever since the day you returned to the surface, you have endeavoured to develop your skills and natural instincts fully in order to best defend yourself and your colony.

Listed on your *Action Chart* are your five basic survival skills:

Driving

Your ability to control powered vehicles, such as cars, motorcycles and trucks.

Shooting

Your familiarity and experience in the use of missile weapons, such as pistols, machine pistols, shotguns and rifles.

Field craft

Your knowledge and experience of all aspects of outdoor survival.

Stealth

Your physical fitness, the speed of your reflexes and your dexterity.

Perception

Your intelligence, your ability to evaluate information, your education and your mental alertness.

Your ability in each of these five individual skills is measured in skill points. You begin with 3 points per skill. Before starting the adventure, you may allocate an additional 4 skill points to your list of five survival skills. These 4 extra points can be used to improve one or more of your five skills. During your adventure, all five skills will be severely tested, therefore the higher the individual skill level, the better your chances of survival. You may allocate your 4 additional points entirely how you like.

When you have decided where to allocate your 4 additional skill points, make a note of the totals in the Survival Skills section of your *Action Chart*.

(If this is your first **Freeway Warrior** adventure, your total number of skill points should be 19: five skills \times 3 points each = 15, plus 4 additional skill points = 19 points.)

Equipment

Apart from your clothing, a number of useful items form your basic equipment. These comprise a Backpack, and a belt on which hangs your Ammo Pouch, Medi-kit, Water Canteen and Hunting Knife. In addition to these items, you possess a map of Southern Arizona/California (see the inside front cover of this book), which you carry tucked inside your leather jacket.

Backpack

Up to ten separate items may be stored and carried in your Backpack at any time. However, if more than three items are carried, your Stealth level will be reduced by 1 point. If more than six items are carried, your Stealth level will be reduced by 2 points; and if you carry a full Backpack (containing ten items) your Stealth level will be reduced by 3 points.

In order to equip yourself for the task ahead, you may choose up to four items from the following list:

SOLAR TORCH

HE (High Explosive) GRENADE

BINOCULARS

COMPASS

CB RADIO

ROPE

THREE MEALS (each Meal takes up one space in your Backpack)

FLEXIBLE SAW

SIGNAL FLARE

List the items you have chosen on your Action Chart. If you have picked four items, adjust your current Stealth level accordingly.

Opportunities may arise during your adventure for you to pick up useful items. These items will appear in the text in **bold print** and, unless you are instructed otherwise, they can be stored and carried in your Backpack.

You will need to eat regularly. If you do not possess any food when you are instructed to eat a Meal, you will lose 3 ENDURANCE points.

Ammo Pouch

Your Ammo Pouch is where you store any spare ammunition for firearms. It can hold a maximum of the following:

40 rounds of 9mm-calibre Pistol/Machine Pistol ammunition

or

20 rounds of 7.62mm-calibre Rifle ammunition

or

10 rounds of 12-gauge-calibre Shotgun ammunition

When carrying mixed calibres of ammunition, use this equation to check how much space you have left in your Ammo Pouch:

$4 \times 9\text{mm rounds} = 2 \times 7.62\text{ rounds} = 1 \times 12\text{-gauge round}$

Additional ammunition can be carried in your Backpack. Ammunition occupies one space for each quantity that is equal to (or less than) the maximum that can be carried in one Ammo Pouch.

Medi-kit

A well-stocked Medi-kit can make all the difference to your chances of survival should you suffer injury in the field or as a result of combat. It contains useful first aid supplies, such as dressings, antiseptics, antibiotics, water purification tablets, sulphonomides, pain-killers, potassium iodine tablets (to delay absorption of radioactivity) and sutures.

For convenience, these medical supplies are grouped into units. To find how many units you have in your Medi-kit, pick a number from the *Random Number Table* (0 equals 10) and add 2. Your total score equals the number of units with which you begin your adventure. To keep a record of them, circle the appropriate number of unit symbols in the Medi-kit section of your *Action Chart*. The maximum number of units you can carry in your Medi-kit is twelve.

You may use your Medi-kit units to restore lost **ENDURANCE** points; each unit used in this way restores 3 points. Units cannot be used to restore **ENDURANCE** points in lieu of a Meal or Water when instructed to eat or drink.

Water Canteen

Water is essential to life, and your life will depend on having a sufficient, uncontaminated supply. You will need to drink regularly during your adventure. One drink is equivalent to half a pint and your canteen holds exactly two pints of water: enough for one day's needs. When instructed to drink, be sure to tick off one box in the Water section of your *Action Chart*.

If you do not have any Water when instructed to drink, you must lose 3 **ENDURANCE** points.

== Weapons ==

Close Combat Weapons

These weapons aid you in hand-to-hand fighting. You begin your adventure armed with a Hunting Knife which, when used in close combat, adds 2 points to your **CLOSE COMBAT SKILL**. Note this Hunting Knife in the Close Combat Weapons section of your *Action Chart*.

If you find a close combat weapon during your adventure, you may pick it up and use it. Close combat weapons appear in the text with a close combat skill number: for example, Machete (3). This number indicates how many points this weapon will add to your **CLOSE COMBAT SKILL** when used in a hand-to-hand fight.

The maximum number of close combat weapons you may carry is two.

Missile Weapons

There are four types of missile weapon:

Pistol
Machine Pistol
Shotgun
Rifle

Unless you are carrying over weapons from a previous Freeway Warrior book, you begin your adventure armed with only one of these weapons. Make your choice and then record the weapon you have chosen, together with its calibre and rate of fire details, in the Missile Weapons section of your Action Chart.

In order to be able to use a missile weapon, you must have sufficient ammunition of the correct calibre. The following list shows the calibre of each weapon, the amount that is used every time the weapon is fired, and the number of rounds that you possess at the start of your adventure:

	Calibre	Rate of Fire	Initial No. of Rounds
PISTOL	9mm	1	8
MACHINE PISTOL	9mm	6	30
SHOTGUN	12-gauge	1	4
RIFLE	7.62mm	1	4

The initial number of rounds should be noted in the Ammo Pouch section of your Action Chart. Missile weapons cannot be used if you run out of ammunition or possess rounds of the wrong calibre. However, the opportunity may arise for you to replenish your supply of ammunition and/or discover a weapon of the correct calibre.

You may carry a maximum of three missile weapons. However, for every missile weapon that you carry

(excluding your initial choice), you must reduce your Stealth level by 1 point.

== Rules for Close Combat ==

There will be occasions when you will have to fight an enemy in hand-to-hand combat. The enemy's CLOSE COMBAT SKILL and ENDURANCE level will both be given in the text. Your aim in close combat is to kill the enemy by reducing his ENDURANCE points to zero while losing as few of your own ENDURANCE points as possible.

At the start of a close combat, enter both your own and your enemy's ENDURANCE points in the appropriate boxes on the Close Combat Record section of your Action Chart. The sequence for close combat is as follows:

1. Add any extra points gained through the use of close combat weapons to your current CLOSE COMBAT SKILL total.
2. Subtract the CLOSE COMBAT SKILL of your enemy from this total. The result is your Combat Ratio. Enter it on the Action Chart.

Example

Cal Phoenix (CLOSE COMBAT SKILL 17) is attacked by a Renegade Clansman (CLOSE COMBAT SKILL 18). He is not given the opportunity to evade close combat, but must stand and fight his adversary. Cal Phoenix is armed with a Hunting Knife [2], so he adds 2 points to his CLOSE COMBAT SKILL, giving a total CLOSE COMBAT SKILL of 19.

He subtracts the Renegade Clansman's CLOSE COMBAT SKILL from his own, giving a Combat Ratio of +1 ($19 - 18 = +1$) He notes this +1 on his Action Chart as the Combat Ratio.

3. After working out your Combat Ratio, pick a number from the Random Number Table.
4. Turn to the Close Combat Results Table on the inside back cover of the book. Along the top of the chart are the Combat Ratio numbers. Find the number that is the same as your Combat Ratio and cross-refer it with the number that you have picked (the random numbers appear down the side of the chart). You now have the ENDURANCE points lost by both Cal Phoenix and his enemy in this round of close combat. (E represents points lost by the enemy; CP represents points lost by Cal Phoenix.)

Example

The Combat Ratio between Cal Phoenix and the Renegade Clansman has been established as +1. If the number picked from the Random Number Table is a 4, then the result of the first round of close combat is:

Cal Phoenix loses 3 ENDURANCE points
Renegade Clansman loses 4 ENDURANCE points.

5. On the Action Chart, mark the changes in ENDURANCE points to the participants in the close combat.
6. Unless otherwise instructed, or unless you have an option to evade, start the next round of close combat.

7. Repeat the sequence from stage 3.

This procedure continues until the ENDURANCE points of either the enemy or Cal Phoenix are reduced to zero, at which point the one whose score is zero is declared dead. If Cal Phoenix is dead, the adventure is over. If the enemy is dead, Cal Phoenix proceeds but with a reduced ENDURANCE point score.

A summary of the close combat rules appears on the page after the Random Number Table.

Evasion of combat

During your adventure you may be given the chance to evade close combat. If you have already engaged in a round of close combat and decide to evade, calculate the combat for that round in the usual manner. All ENDURANCE points lost by the enemy as a result of that round are ignored; only Cal Phoenix may lose ENDURANCE points during that round, but that is the risk of running away! You may evade combat only if the text of that particular section allows you to do so.

The day after your arrival sees the withdrawal of Mad Dog Michigan's clan army from the vicinity of the Davis-Monthan airforce base, stronghold of the Tucson colony. Scouts are sent to shadow the enemy and, later in the day, they return to report that the clansmen have pulled back to Nogales, a frontier town on the Mexican border. This hurried retreat reinforces the belief that Mad Dog perished when his speedster crashed into the Pantona Wash.

Boosted by the arrival of your convoy, the Tucson colony now numbers over 130 men, women and children. Supplies of food and water are adequate and, with the arrival of DC1's gasoline tanker, there is more than enough fuel to get you to California. Mike Gorgas, a former district attorney who is now the appointed leader of the Tucson colony, urges the other colony leaders to make preparations to leave the stronghold and head west without delay. The clan army may have suffered a setback but, sooner or later, prompted by a lack of supplies or a desire for revenge, they are sure to leave Nogales and attack the stronghold in force.

There is also the threat of an attack by the Outlaws, an exceptionally vicious clan that controls the city of Phoenix. Among their number are many criminals

who have been expelled from California since 'the Day'. Their leader, Shiloh, is one such outcast. He has been exiled into the Omega Zone (the name Californians have given to the ravaged territories east of their state line), for murder, looting and other, lesser, crimes he and his gang perpetrated in Los Angeles. During the past few months he has often crossed swords with the Tucson colony, resulting in deaths on both sides.

When the time comes to plan the route to California, the colony agrees that they should try at all costs to avoid contact with Shiloh's clan. Interstate 10 is the only highway out of Tucson capable of carrying the convoy at reasonable speed, yet it passes straight through the centre of Phoenix. The only alternative is to follow this highway as far as Arizona City and then switch to Interstate 8. The colony could then follow the freeway across southern Arizona to Yuma, traverse the Colorado river at this point, and continue, through the desert and mountains of south-west California, until finally reaching its goal - the city of San Diego.

Much of the territory south of Phoenix is patrolled and controlled by the Outlaws. To avoid the risk of running headlong into a clan patrol, the colony appoints you, and three others, as scouts. Whilst the colonists complete their final preparations to leave the stronghold, you and the other scouts set off along Interstate 10 to check that the road ahead is clear.

Turn to 235.

2

Ahead you see a tall observation tower that rises high above the surrounding hills. It once provided sightseers with a magnificent view of the Anza-Borrego Desert Park; now it offers the perfect location for a radio transmission, clear of the surrounding peaks.

You leave the freeway and lead the convoy along an access road that is marked with signs pointing to the Desert View Tower. The electric elevator that once serviced the observation platform is beyond repair, so the powerful DC1 radio transmitter has to be carried all the way to the top up a flight of stairs. Once in position, Pop at last makes contact with Pine Valley.

At first they believe that the call is an elaborate clan trick, but confidential WDL call codes are given by a handful of Tucson colonists who were league operatives before 'the Day'. When these call codes are checked and discovered to be genuine, the Pine Valley outpost receives special authorization from army control in LA to allow the convoy into Fortress California. But this permission is coupled with certain conditions. A zero hour is given. The colony must reach Pine Valley at 11.00am, exactly one hour from now, if it is to be allowed to pass through the checkpoint. The army also insists that radio silence be maintained until your arrival, for the frequency you have been using is known to the Chargers and is often monitored. Pop agrees to the terms on behalf of the colony and signs off.

Excited and eager to leave, the colonists return to their vehicles for the final journey to Pine Valley. You are one of the last to leave the tower and, when you are half-way down the ladder, you suddenly hear Rickenbacker shout a warning from the platform above: 'My God! There's a clan convoy on the freeway!'

Turn to 320.

== 3 ==

'Hey, buddy, put the gun down. We're not clansmen,' you shout.

'Sure you're not,' he replies, his voice full of sarcasm, 'But I'm a careful kinda guy who's grown fond o' the idea o' keepin' his head on his shoulders. So why don't you and your friend step out o' the car real easy and show y'selves?'

If you wish to do as he says, turn to 263.

If you choose to ignore his request, turn to 326.

== 4 ==

Your burst of fire hits the clansman in the chest, killing him instantly. The sight of his body tumbling backwards down the slope sends a shockwave through his confederates, and at once their attack falters. Encouraged by their sudden change of heart, you watch as they fall back towards their trucks, which are parked in the centre of the freeway.

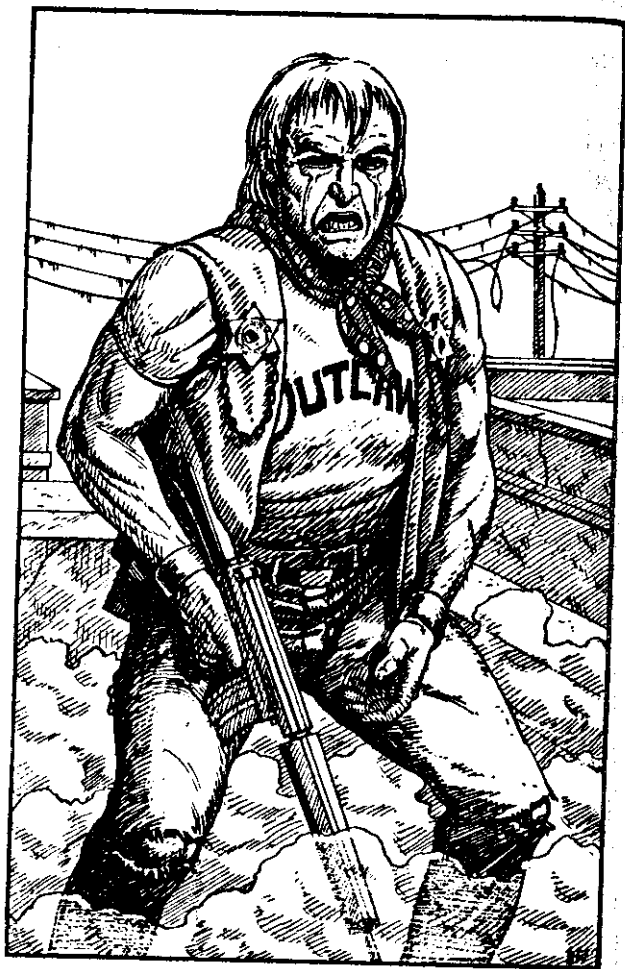
Turn to 141.

== 5 ==

Illustration I (overleaf)

Snatching the front of your T-shirt to your mouth, you manage to control the dizziness long enough to stagger away from the edge of the platform and escape from the cloud of tear gas. As your vision clears you see that you are not the only one who has been affected by the gas. On the other side of the roof, the clansmen are doubled up on the ground, coughing and retching violently. You draw a close combat weapon and move stealthily towards the group, hoping to reach the clansmen before the effects of the gas wear off. The clansman who was seated sees you approaching but, curiously, does nothing to alert his companions.

You act quickly in case he has a change of heart. Rushing forward, you get your forearm around the throat of the nearest clansman and pull him up from the ground. He drops his rifle over the edge of the parapet and, as you pull him towards you, his partner picks up his gun and fires in panic. The burst of fire kills the clansman instantly, but you survive, shielded by his body. Shocked by what he has done, the clansman freezes, his watery eyes wide with disbelief as his companion slumps dead at your feet. Before he recovers his senses, you jump forward and kick the assault rifle out of his hands, sending it sailing over the parapet to join the other gun. Before it hits the ground you press home your advantage and attack.



1. Shocked by what he has done, the clansman freezes, his watery eyes wide with disbelief as his companion slumps dead at your feet.

Cape Cod:
CLOSE COMBAT SKILL 14
ENDURANCE 18

Owing to the surprise of your attack, and the effects of the tear gas, ignore any ENDURANCE point losses you may sustain in the first round of combat.

If you win the fight, turn to 210.

== 6 ==

Desperately you swerve out of the line to avoid the falling disc. With a loud crunch, the metal plate cuts into your windshield, but because of your swift action, it strikes the glass at an angle and is deflected away. Both you and Rickenbacker are showered with glass, yet you escape with only minor injuries: lose 2 ENDURANCE points.

Turn to 216.

== 7 ==

Coolly you muster your strength and direct several well-aimed blows at the padlock. Its corroded metal link soon shatters and the fire exit door bursts open, allowing you to flee the flames. Amid billowing clouds of grey smoke you leap on to a fire escape landing and descend a rusty iron staircase to a parking lot below. As clean air fills your lungs, your strength returns, enabling you to get clear of the area

in time to avoid being caught by a massive explosion, which destroys the warehouse completely.

Turn to 315.

8

Your weapon strikes Mad Dog's shoulder blade, opening a deep wound. Screaming with pain, he stumbles backwards and, in doing so, raises his right arm towards the ceiling. The blade of his chainsaw rips into the wooden panelling as if it were paper-thin, but, when it cuts through a metal light-fitting, the deadly blade becomes jammed. Frantically, Mad Dog pulls at the handle in an effort to free the chainsaw before you can get back on your feet.

If you wish to look for your gun, turn to 234.

If you wish to look for another close combat weapon, turn to 105.

If you wish to attack the clan leader with your bare hands before he can free his chainsaw, turn to 27.

9

Despite the threat of pursuit by the Outlaws, the convoy covers just fourteen miles before it grinds to a halt at the outskirts of a town called Aztec. Two of the seventeen colony vehicles have broken down due to shrapnel damage sustained during the clan attack, and a further three are on the verge of doing likewise. With night closing in, and the road ahead

yet to be scouted, the colony can do little more than draw itself up in a tight, protective circle and wait for dawn to arrive. You must now eat a Meal or lose 3 ENDURANCE points.

At first light, you, Rickenbacker, Macy and Langdon are sent to scout the freeway and search for food and water. Meanwhile, Cutter oversees the repair of the vehicles. He is aided by Avenal and Rex Tyler, who have both been completely exonerated of Mike Gorgas' murder. Cutter estimates that the repairs will take four hours, giving you enough time to check and search Aztec, Dateland and Mohawk, the next three towns along Interstate 8.

Aztec has been so badly ravaged by the post-holocaust storms that you decide not to bother searching its ruins, and instead you press on to Dateland. This town has fared little better, although you do chance across a shopping precinct on the east side of the town that looks promising. You decide between you that one team should stay here and search these stores while the other one continues along the freeway and scouts Mohawk, fourteen miles to the east.

If you wish stay here at Dateland and search for supplies for the colony, turn to 246.

If you choose to continue along the freeway to Mohawk and search there, turn to 152.

10

If Cutter is disappointed to hear that the freeway

ahead is blocked by a landslide, he certainly does not allow it to show. 'Hell, we're jus' gonna have t' break out the brooms 'n' shovels,' he says, with typical Texan bravado, and goes off to break the news to the others.

The colonists listen to Cutter, and you watch their faces grow sterner and longer. You are worried that the bad news, coming so quickly after the shock of Mike Gorgas' death, will cause the colony to disintegrate, but, to your surprise, it has completely the opposite effect. It re-focuses attention on the immediate problems and inspires them to pull together.

Within minutes the colonists are back aboard their vehicles and the convoy is ready to move out. You and Rickenbacker resume your position at the head of the line, and you lead them out of Smurr. When you reach the pass, you bring the convoy to a halt and go forward with several of the colony's elders to assess the damage.

The westbound lanes are blocked by a solid wall of rock that is more than twenty feet high in places, but the eastbound highway has escaped the worst of the landslide and Cutter estimates that it could be made passable with a couple of hours' hard work. He tells the others and immediately they set to clearing a way through.

If you wish to help the colonists clear a way through the landslide, turn to 85.

If you choose to help Macy and Langdon keep a lookout for clan scouts, turn to 183.

== 11 ==

You reach the front door and pull it shut behind you to prevent the hornets from following you out into the street. The stings you have sustained to your face, neck and hands throb painfully. If you possess at least three Medi-kit units, you are able to soothe the inflammations with some ointment: restore 1 ENDURANCE point. (If you wish to do this, remember to erase one Medi-kit unit from your list.)

When you have fully recovered from your encounter with the hornets, you check your equipment and return to Rickenbacker.

Turn to 300.

== 12 ==

You force yourself to ignore the deadly hail of lead churning the ground around your feet, and concentrate all your efforts on reaching the safety of the alleyway. Seconds pass like hours until finally you enter the narrow, tunnel-like passage

At the far end you discover a battered pick-up truck, daubed with clan emblems and slogans, parked beside a fire-escape ladder that is lowered all the way to the ground.

If you wish to stop and search the vehicle, turn to 335.

If you wish to climb the fire-escape ladder to the roof, turn to 196.

13

It is an hour before sunset when you arrive at the town of Gila Bend, although the light is so poor because of the raging dust storm that it seems as though night has already fallen.

It comes as a welcome surprise to find that the convoy has made it here before you. Mike Gorgas congratulates you and Rickenbacker on the success of your diversion, which drew away the entire clan encampment and allowed the convoy to pass through the intersection unhindered. As you pass down the line of colony vehicles acknowledging the welcoming faces, you are struck by the absence of one face that you particularly wanted to see.

'Where's Kate?' you ask Cutter, who is busy covering the engine of the school bus to keep out the dust. 'She's inside,' he says, but you sense by the tone of his voice that something is wrong.

Turn to 250.

14

The sight of the traitor scurrying away like a frightened cockroach stirs feelings of anger and resentment in the pit of your stomach. You keep your eyes fixed on his every move as you get ready to let loose your first burst of fire.

If the gun you are using is a Pistol, turn to 82.
If it is a Machine Pistol, turn to 209.

If it is a Rifle, turn to 254.
If it is a Shotgun, turn to 106.

15

Using Rickenbacker's transceiver, Cutter attempts to call up Pop Ewell and anxiously you await the response.

At first, nothing but the crackle of static pours from the transceiver's tiny speaker, but then it clears and you hear Pop's voice coming through loud and clear: 'We've made it . . . we've arrived!'

The message puts a smile back on all your faces. Cutter is about to reply when there is a terrific flash and a loud explosion. All of you are hurled backwards to the floor as the door of the lodge is blown open by the blast of a grenade.

Turn to 283.

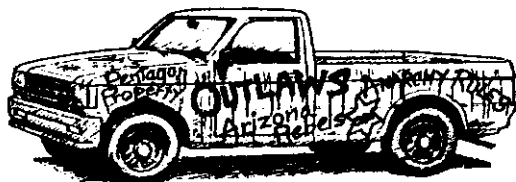
16

Avidly you keep your eyes on the clansman, praying that he will fail to see your roadster parked among the wrecks. He stops and takes shelter in the lee of a panel truck. After foraging around in his pockets for a cigarette lighter, he attempts to light the hand-made cigarette which hangs as if glued to his bottom lip. Once it is alight, he continues his walk, this time in a direction that takes him away from your roadster.

The dust storm is still raging fiercely as you climb into your roadster and head back on to Highway 84. Your return to the intersection with Interstate 8 passes without incident and soon you are driving west once more towards Gila Bend. It is a difficult and frustrating drive, for you cannot shake the fear that Kate will have lapsed into a coma before you return with the Atropine, and you dare not increase your speed for fear of crashing off the freeway. The strain takes its toll — lose 2 ENDURANCE points.

During your return drive you must take a Drink or lose a further 3 ENDURANCE points.

To continue, turn to 160.



== 17 ==

Cautiously you approach the hut. You have taken only a few steps when a burst of automatic gunfire rings out from the other side of the site.

'Rickenbacker's found him!' you whisper to yourself, and turn to run back towards the central parking lot.

Go to 259.

== 18 ==

The darkness makes it difficult to take accurate aim, but as soon as the shadowy clan group appears at the other end of your barrel, you squeeze the trigger.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 5 or less, turn to 98.

If your total score is 6 or more, turn to 285.

== 19 ==

Following your hastily scribbled directions, you drive around the empty streets of Ajo for nearly an hour before you find the town's Memorial Hospital. Once inside, you search the reception area and uncover a plan that reveals the location of the medicine storage facility. It lies at the end of a maze of corridors which are signposted but unlit.

If you possess a **Solar Torch**, a **Box of Matches**, or a **Cigarette Lighter**, turn to 190.

If you do not possess any of these items, turn to 44.

== 20 ==

By the time you reach the roadster, Rickenbacker is already there. He has found a few cans of food and some dried milk, which you place in your cardboard case before stowing it away in the trunk of your car. You are telling him about your lucky escape when

Macy and Langdon return. As they pull to a halt nearby, you see that they are not alone. They have with them a bearded man.

Turn to 319.

== 21 ==

A splash of sparks lights up the lodge as your weapon is chewed up by the chainsaw's spinning toothed blade. Mad Dog's laugh becomes a malevolent snigger as he launches a wild, sweeping slice at your head. You avoid instant decapitation by rolling across the debris-strewn floor, but as you rise to your feet, a wave of dizziness robs you momentarily of your sight and you stumble backwards against the wall. Your vision clears, and as Mad Dog approaches, you duck below his wild sweeps and thrust your weapon at his chest. You draw first blood. The clan leader squeals like a stuck pig and pulls away, but quickly he recovers and attacks like a man possessed.

Mad Dog Michigan:
CLOSE COMBAT SKILL 21
ENDURANCE 26

If you win the combat, turn to 350.

== 22 ==

A close examination of the keyhole reveals that the doors are held by a five-lever Matthews deadlock: picking this lock will not be easy.

Pick a number from the Random Number Table and add to it your Field Craft skill score.

If you possess a Dagger [2], a Tool Kit, or a Screwdriver, add 3 points to your total.

If your total score is 9 or less, turn to 130.

If your total score is 10 or more, turn to 277.

== 23 ==

The news comes as a devastating shock to the colonists. The Detroit Lions are little more than two miles away and closing fast. If they catch up with you they could easily wipe you out and leave no trace. Then, if they could reach Pine Valley at zero hour, they would breach the checkpoint defences and open the door for a clan invasion of southern California.

'The situation is desperate,' says Cutter to the hastily gathered group of colony elders. 'And it calls for desperate action!'

Turn to 262.

== 24 ==

Illustration II (overleaf)

Quietly you inform your fellow judges of your decision and, after a brief consultation, Cutter Jacks announces the verdict.

'By the majority decision of this tribunal, we find John Barlow guilty of the murder of Micheal Gorgas



II. With a cry of pure hatred Barlow lunges with the screwdriver and tries to drive it into your chest.

in the first degree. This crime is a capital offence punishable by death by firing squad. The sentence is to be carried out immediately.'

Upon hearing the verdict, the surrounding colonists utter a sound that is full of shocked disbelief. Barlow's face contorts into a mask of hatred and he reaches, like a striking cobra, for the pistol he has tucked into his belt. However, the Tucson escorts are already moving forward to grab his arms, and swiftly they wrestle the gun from his hand. A lone voice in the crowd demands a re-trial, but it is ignored. Then another voice rings out, but this time it captures everyone's attention. It is Macy, the convoy's lookout, and he is screaming words that make your blood run cold.

'The Outlaws are attacking!'

Without warning, two grenades explode simultaneously in the town square and the chatter of machine gunfire echoes along the empty side-streets. Screams of panic mingle with the dull booms of more explosions as the colonists rush to the vehicles to try to retrieve their weapons before it is too late. A burst of gunfire from a rooftop stitches a line of holes across the table and sends you, and the other judges, diving for cover. Suddenly everything is chaos; it's every man for himself. You grab your gun and scurry towards a garbage cart that lies overturned on the plaza. As you skid to a halt behind the cart, you find yourself face to face with Barlow, the man you have just sentenced to death. The confrontation is shocking, but it is the sight of the screwdriver that he is holding poised in his hand that really strikes terror in your heart.

With a cry of pure hatred he lunges with the screwdriver and tries to drive it into your chest.

Barlow:

CLOSE COMBAT SKILL 16

ENDURANCE 21

Owing to the surprise of his attack, you are unable to make use of a close combat weapon until the start of the second round of the fight.

If you win the combat, turn to 331.

== 25 ==

You raise your gun and squeeze the trigger just as the clansman looses off a second burst of fire. Bullets thud into the side of the car, dangerously close, but you fight the urge to dive for cover. The firing stops, and your adversary clutches at his chest and crumples in a heap in the doorway. Rickenbacker, having finally lost his patience, slams his gun angrily against the front of the car. To his surprise, the sudden impact is just what is needed to dislodge the faulty shell.

Then you hear running footsteps somewhere above and behind you. You turn in time to see two clansmen rushing to take up firing positions on the roof of a nearby bank. You shout a warning and immediately Rickenbacker spins around to face the threat. With no time to take proper aim, the two of

you trust to your luck as you spray the parapet of the roof with gunfire (remember to erase an additional round of fire from your Ammo Pouch). Your swift action is rewarded: the clansmen are caught in your crossfire before they have you fixed in their sights. With gurgling screams they tumble from the roof of the bank and crash on to the street below.

'You OK?' asks Rickenbacker.

'Sure, jus' fine,' you reply, confidently. 'I guess we'd better check out the bodies, 'n' make sure they're Outlaws.'

He nods in agreement and follows as you walk across the street towards the fallen clansmen.

Turn to 215.

== 26 ==

You dive behind the truck to avoid getting cut down by the hail of bullets that are spewing from the barrel of the clansman's machine pistol. Unfortunately, several of the slugs penetrate the side of the pick-up truck and tear into a metal container full of industrial blasting powder that is standing in the back. A spark, caused by one of the slugs, ignites the powder with devastating effect. There is a brilliant flash and you are consumed by a searing blast of heat as the truck and its contents are blown to pieces.

Tragically, your journey and your life end here at the Gila River.

27

You leap up and launch a two-footed kick to Mad Dog's chest that sends him sprawling. He drops the chainsaw and, as it crashes to the floor, the motor stalls and the buzzing stops. The clan leader reaches for a diver's knife, which is sheathed in a scabbard strapped to his thigh. The mirror-bright blade flashes in the gloom as he draws it and lunges at your chest.

Mad Dog Michigan:
CLOSE COMBAT SKILL 17
ENDURANCE 20

If you win the combat, turn to 350.

28

The moment you input the correct number, there is a faint click and the whirr of a hydraulic lock as it disengages. The vault door opens easily and inside you find what you have come here for: Atropine.

You take the tub of Atropine tablets and check that its seal is intact; then you slip the tub into your pocket as you hurry out of the store and retrace your steps all the way back to the hospital exit. (You need not make a record of the Atropine on your Action Chart.)

As you leave the hospital and make your way back to your car, an armed clansman with a solar torch comes walking across the lot. You freeze in your

tracks, then hide behind one of the wrecked autos. Judging from the direction in which he is walking, there is a strong possibility that he will catch sight of your roadster before you reach it.

If you wish to sneak up and ambush the clansman before he reaches the roadster, turn to 284. If you choose to stay where you are and observe his movements, turn to 16.



29

Quickly you drive back to the convoy, where a meeting is called to discuss the situation. It is decided that the convoy vehicles will be drawn up into break-out formation, ready to follow the highway south to Brawley. Once you reach this town you will keep going at speed until you return to Interstate 8 near El Centro. Cookie reminds everyone that the Chargers clan are in control of that city, but his warning is all but ignored. Most of the colony still distrust him, and

those who do believe what he says feel that there is really no alternative route.

'If we move fast,' says Cutter, 'and keep on moving, we'll be through El Centro and long gone before these Chargers know what's happened.'

Within half an hour the convoy is drawn up into its break-out formation, with the Tyler tow truck taking the lead. You squeeze your pick-up into the line, between the DC1 school bus and the Landcruiser, and wait impatiently for Pete Tyler to give the signal to roll.

Turn to 50.

== 30 ==

Carefully you listen to Cookie's plan. He suggests that you approach the bridge on foot, using the sagebrush as cover. Once you are in position, as near to the bridge as you can get, Cookie and Rickenbacker will approach in the truck, with Cookie driving. They will stop before they reach the bridge, whereupon Cookie will jump out and attract the clansmen's attention by shouting. Once they have taken a good look at him, he will run into the scrub. Hopefully, this will be enough to provoke the Pumas into giving chase, leaving the bridge unguarded. The moment they leave the bridge, Rickenbacker will open fire on them from the truck. Your task is to prevent any of the clansmen from reaching their pick-up and using the radio.

You are not sure that the plan will succeed, but you can think of no alternative. 'It's risky,' says Rickenbacker, 'but I reckon it can work, so let's give it our best shot.'

A swirling nest of butterflies that have suddenly taken refuge in your stomach prevent you from answering. The best you can manage is a weak smile as you set off towards the bridge.

Turn to 218.

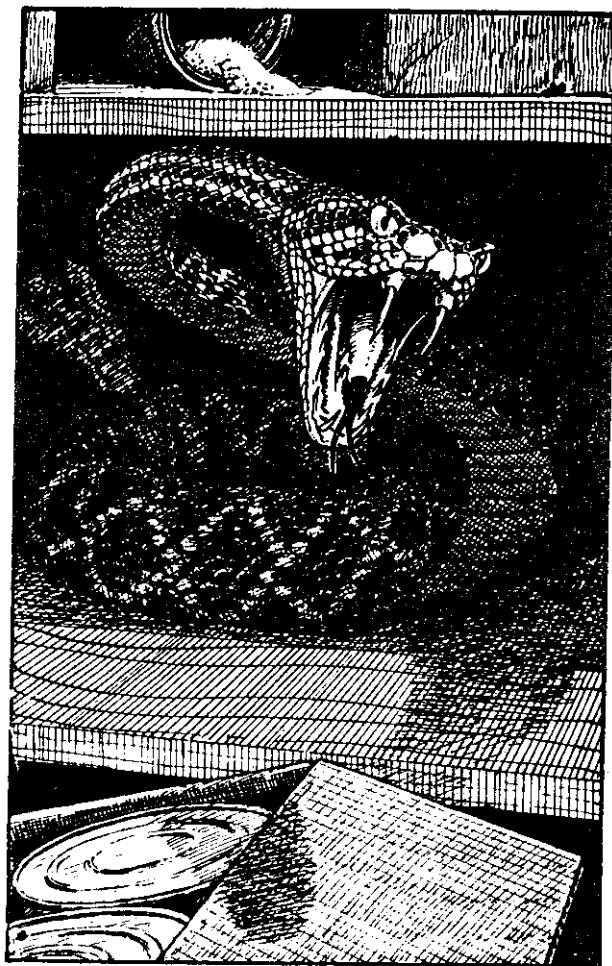
== 31 ==

Illustration III (overleaf)

The windows of this store are so caked with dirt that it is impossible to see inside. You imagine an Aladdin's cave full of food just waiting to be scooped off the shelves, but your hopes are dashed when you force open one of the Supermart's electric doors and gain entry.

The first thing you notice is the sunlight streaming in where part of the rear wall has collapsed. Over the past year this gap has allowed foraging clansmen and packs of hungry mountain wolves to take nearly everything worth taking from the store. Only when you search the storerooms on the basement level do you find a case of canned foodstuffs that are still edible. You are pulling it down off the shelf when suddenly you discover why the clansmen and the wolves left this case untouched.

Behind the case is a nesting rattlesnake. Until now it has been sleeping, but the sudden, unexpected



III. In fear and surprise, the rattlesnake lashes out and attempts to sink its venomous fangs into your throat.

movement of the case has awoken it and, in fear and surprise, it lashes out and attempts to sink its venomous fangs into your throat.

Pick a number from the Random Number Table. Now add together your Stealth and Field Craft skill scores and add this total to the number you have picked.

If your total score is now 12 or less, turn to **346**.
If your total score is now 13 or more, turn to **258**.

== 32 ==

The first you see of Ajo is a battered city-limits sign looming out of the dusty darkness. Night has now fallen, although visibility was already so poor that you hardly notice the transition from day to night. Buildings appear as grey silhouettes, featureless and indistinguishable from one another. Suddenly the fear strikes you that you may never find the Ajo hospital, and therefore the vital Atropine, in time to save Kate's life.

You have no idea where the hospital is located, so you decide to try to find a town map. You bring your car around and point it at the nearest building so that the headlights illuminate a sign that is fixed to the wall. It reads:

AJO RANGER STATION

If you wish to enter this building, turn to **228**.

(continued over)

If you decide to continue along the highway, turn to 327.

== 33 ==

You fire first, easily beating your adversary to the draw, but to your horror your gunfire goes awry, missing its target by several feet. Undaunted by how near he has come to death, your enemy fixes you grimly in his sights and squeezes the trigger of his machine pistol.

If you wish to dive to the ground to avoid being hit, turn to 245.

If you wish to fire a second time, and are able to do so, turn to 158.

== 34 ==

You raise your gun and track the clansman as he runs across the bridge, but you do not get a clear view of him until he emerges from behind the bridge's supporting girders and sprints towards the pick-up truck. He is more than thirty yards away when you let loose your first round of fire.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 9 or less, turn to 186.
If it is 10 or more, turn to 233.

== 35 ==

You accelerate the roadster at the grinning Avenal, forcing him to jump aside to avoid being hit. You hear his coarse laughter as you pass and it grates on your nerves, but you do not allow it to weaken your resolve. You are determined to save Kate's life, and with this aim uppermost in your mind, you speed towards the centre of Gila Bend.

Turn to 342.

== 36 ==

Mad Dog is over 200 yards away, but using your rifle it would be possible to hit him from where you are.

If you wish to try to shoot Mad Dog Michigan, turn to 95.

If you do not wish to try to shoot your old enemy, or are unable to do so, turn to 154.

== 37 ==

Barlow throws his hands in the air as the force of your gunfire pitches him forwards. He crashes to the ground and immediately tries to rise, but it is a futile effort: he has sustained a fatal wound and death is but seconds away. The clan biker moves as if he is going to dismount and help his confederate. Then, realizing that he is beyond help, he quickly changes his mind and makes a hasty escape from the plaza.

Rickenbacker and Cutter come running across the plaza and take cover with you behind the garbage cart. You tell them how you dispatched Barlow, and how you are now absolutely convinced that he was guilty.

'You're right,' says Cutter, glancing across at his motionless body. 'He must have been a clan infiltrator. I'd hazard a guess that this whole attack was an effort by the Outlaws t' get him out o' here.'

'Well now they're too late,' you reply. 'His sentence has already been served in full.'

From behind the metal lip of the garbage cart you survey the battle that is raging around the plaza. Most of the colonists have now armed themselves and taken cover, and they are putting up a valiant defence of the vehicles. The few clansmen you do see are either dead or attempting to escape from the town. All, that is, apart from one. He is a blond-haired thug, dressed in a studded leather vest and striped pants, who is busy hammering in the glass door panels of the DC1 school bus with the stock of his machine pistol. The sight of him senselessly attacking the door of the empty bus does not bother you unduly until you remember that there is one person who is still on board the bus - Kate - and your heart nearly stops with shock.

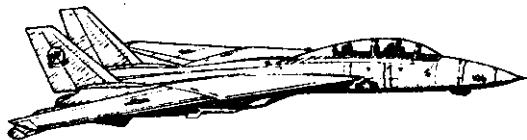
If you wish to open fire at the clansman before he gains entry to the bus, and are able to do so, turn to 270.

If you do not wish to open fire at the clansman, or are unable to do so, turn to 181.

38

You dive away from the oncoming clan car, but your reactions are too slow to save you. It impacts into the side of your roadster and you are caught and crushed beneath the trunk of your own vehicle as it is rammed aside.

Sadly, your journey and your life end here in Red Rock.



39

You scan the town, using several of the viewing spectrums that your sophisticated lenses possess. The infra-red and enhanced background light options show no signs of movement or unusual heat sources, such as auto exhausts, engine blocks or chimneys which would indicate that the town is occupied.

Encouraged by the scan, you decide to investigate. Rickenbacker radios the convoy to inform them of your decision, and they request that you call in every five minutes. If you fail to call, they will assume you are in trouble and send a group to come to your rescue.

'Ten-four,' replies your partner. 'Over and out.'

Turn to 278.

== 40 ==

Cookie informs you that the convoy could make a successful crossing at the Imperial Reservoir, located on the Colorado River ten miles to the north-east of Dome. Your map confirms its location, but no highways are shown and you doubt that the convoy's heavy vehicles would be able to cross there safely, if at all.

Cookie is insistent that it is possible, and, after much deliberation, the colony leaders agree to try. The convoy sets off immediately for Ligurta, a town on Interstate 8 that you checked thoroughly on your return from Yuma earlier this morning. The town is still empty, so the convoy halts here. Driving the clan pick-up truck that you discovered parked behind the cinema last night, Rickenbacker, Cookie and yourself leave Ligurta to scout the tiny town of Dome. It is empty, but two miles beyond it you find that the bridge across the Gila River is guarded by a Puma patrol.

Turn to 109.

== 41 ==

Beyond the X-ray department, the corridor leads to another flight of stairs, which ascends to a pair of heavy doors, inset with circular windows. You look through the windows and see a small reception lobby, with couches, desks and a counter. A detailed floorplan of the hospital is hanging behind the reception counter and it occurs to you that this must show

where the medicine storage facility is located. You push against the doors but, to your frustration, both of them are locked.

If you wish to try to barge open the doors to gain access to the lobby, turn to 153.

If you wish to try to pick the lock that secures the doors, turn to 22.

If you choose to shoot open the lock, turn to 90.

If you possess a **HE Grenade**, and wish to use it to blow open the doors, turn to 107.

== 42 ==

A swarthy Lion's scout, dressed in a leather riding suit that is adorned with a necklace of bears' teeth strung around his throat, comes rushing up the slope towards you, his machine pistol spitting fire. Coolly you raise your pistol and take aim at his heart as his bullets whistle and whine about your ears.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score is 9 or less, turn to 328.

If your total score is 10 or more, turn to 271.

== 43 ==

You tug the transceiver from your backpack, only to discover that its power-pac has been smashed by a ricochet. (Delete the **CB Radio** from your Action Chart.) The unit, having stopped a rifle bullet, has

probably saved your life, but without a serviceable radio you are now unable to warn the convoy about the ambush.

Rickenbacker glances at the broken transceiver and shakes his head. 'They'll be here in less than five minutes,' he says, cocking his machine pistol. 'Let's see what we can do to make their welcome a little more friendly, shall we?'

With that he rises from his knees and empties an entire magazine at the clansmen's position. While he is firing, you chance a glance over the wing of the Roadster and see an alley lying directly opposite. It runs beside the cinema on which the clansmen are positioned. A black, perspex awning covers most of its length, hiding it from view of the surrounding rooftops.

When you look back, Rickenbacker is busy reloading. You tap his arm and point to the alley, saying, 'I'm goin' t' try an' get around the back. Cover me.'

He grunts approvingly. The moment he reopens fire, you break cover and sprint towards the alley as fast as your legs and your lungs will allow. You are ten yards from its welcoming darkness when bullets start to thud into the ground around your feet.

Pick a number from the Random Number Table and add to it your Stealth skill score.

If your total score is 5 or less, turn to 162.

If your total score is 6-9, turn to 292.

If your total score is 10 or more, turn to 12.

44

You have no choice but to try to find your way to the medical storage facility in total darkness. With one hand on the corridor wall, you progress slowly, feeling your way along the route you memorized from the hospital plan.

At length you reach a door that you feel certain is the entrance to the storage facility, and a twist of the handle reveals that it is unlocked.

Pick a number from the Random Number Table. Add to this number your Perception skill score and your current ENDURANCE points total.

If the total score is 29 or less, turn to 140.

If the total score is 30 or more, turn to 279.

45

You resume your position at the head of the convoy, scouting two miles ahead of the column as it trundles west along Interstate 8. The sun is low on the horizon and the temperature is cooling to a comfortable 70 degrees as you approach the small town to Tacna. You slow down and check for evidence of clan activity but, like all the towns you have passed through since Gila Bend, this one is derelict and deserted.

You continue and, a short while later, you see the outline of Wellton in the distance, its buildings dark against the orange glow of the setting sun. The town

looks empty and you approach without slowing. Fatigue, coupled with the ease with which you have passed through the previous towns, has filled you with a false sense of security. Unfortunately, your carelessness is punished when, within seconds of entering the town's main street, your roadster comes under fire from someone positioned on the roof of a large building to your right.

Bullets ricochet off the hood and strike sparks in a line along the armoured plating that protects your door. Then there is a sharp bang and the steering suddenly feels heavy, warning you at once that one of your front tyres has been shot out.

Add together your Driving skill score and your current ENDURANCE points score.

If your total is 24 or less, turn to 187.

If it is 25-30, turn to 165.

If it is 31 or more, turn to 274.

== 46 ==

Your gunfire hits the clansman in the chest, sending him flying backwards to crash heavily against one of the barbecue ranges. As he slides to the ground, his limbs move jerkily, then his whole body relaxes, resigned to its fate.

Rickenbacker appears at the edge of the barbecue area, drawn by the sound of gunfire. His face is lined with worry until he sees that you are still standing.

Turn to 305.

== 47 ==

Inside the workshop, the service bay and stores areas have been stripped bare of all tools and other useful items. You can tell that the looting was the handiwork of the Outlaws, for they have left their clan mark, a crude skull-and-crossbones motif, sprayed six-feet high across one of the workshop's walls.

You search through the debris, but it is not until you prise open the trunk of a derelict auto that you discover some items that may be of practical value:

Tool Kit

Tow Chain (10ft length)

Bolt Cutters

If you wish to keep any of these items, remember to adjust your Action Chart accordingly.

To leave the workshop and return to your roadster to await the arrival of the convoy, turn to 155.

== 48 ==

The convoy manoeuvres into line and gets ready to cross the dam. Rex and Pete Tyler's tow truck leads the column, followed by the Landcruiser and the DC1 gasoline tanker, the heaviest of all the colony's vehicles. You help Rickenbacker, Macy and Langdon to steward the crossing, making sure that the vehicles stay in line and do not get too close to each other. With the passing of the larger vehicles, you notice that the road surface rapidly deteriorates, Cracks

appear in the concrete, some more than a foot wide, exposing the rusty steel rods embedded within, which were placed there to strengthen the structure. Near the centre of the dam, the concrete is powdery, and when the time comes for you to cross, large chunks of the road are simply no longer there.

With difficulty, Macy and Langdon make the crossing in their Trans-sol, leaving you with the unenviable task of bringing the roadster, the last colony vehicle, across a rapidly disintegrating surface. Rickenbacker advises you to leave the vehicle and cross with him on foot, but you are loath to abandon your car.

'It's OK,' you say, waving away his protests. 'I'm sure I can make it.'

'You'd better hurry then, Cal,' he replies, 'before the whole centre slips away.'

With your stomach churning, you climb into the driving seat and reach for the ignition.

Turn to 224.

== 49 ==

You focus your lenses on the top of the outcrop, and at first you see nothing untoward. Then, about a minute later, a puff of smoke issues from the rock, as if a bullet has smacked into its surface. Patiently you watch the outcrop, half-expecting something else to happen. You do not have to wait very long: within

a few minutes there is a rumbling noise, like the sound of distant thunder, and several giant cracks appear in the outcrop. Suddenly a whole section gives way and hundreds of tons of rock come tumbling down the mountainside.

You watch open-mouthed as the landslide spills out across the freeway, blocking the lanes in both directions, Rickenbacker tugs at your sleeve and suggests that you turn around and drive back to the colony as fast as you can. Numbly you nod your head and reach out to restart the engine.

Turn to 112.

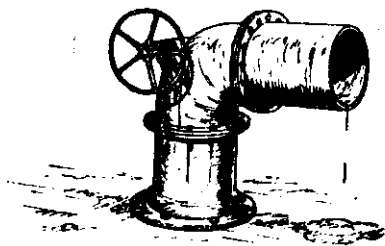
== 50 ==

The discordant blare of an air horn tells every driver to start his engine. Then the convoy moves off like a giant, disjointed metal snake, gradually gathering speed as it approaches the highway junction. Ahead you see the line of vehicles veer to the south and, as you approach the Crazies' tented encampment, you hear the shrill cackle of their laughter.

Some of the more daring clansmen are hurling stones and old auto parts at the speeding convoy. Most fall short or do minimal damage, but one missile — a frisbee-like auto disc — travels further than the rest. It arcs in the air above the DC1 school bus and comes falling straight towards your windshield.

Pick a number from the Random Number Table and add to it your Driving skill score.

If your total score is 5 or less, turn to 137.
 If your total score is 6-8, turn to 6.
 If your total score is 9 or more, turn to 240.



== 51 ==

You push the dead clansman away from you and turn to see Rickenbacker grappling with his partner. He looks like he has the upper hand until a blow to the side of his head sends him reeling to the ground. The Outlaw cackles and reaches for a knife sheathed at his belt, but Rickenbacker is too quick for him. He draws the blade he carries concealed in his boot, and hurls it at the grinning clansman, catching him in the throat. With a thin, bubbling scream, the Outlaw grasps the hilt and tries to wrench it free. But his strength, like his life's blood, is deserting him. With a shudder, his limbs stiffen, then he goes limp and drops in a heap to the ground.

'That was a close call,' says Rickenbacker, as he bends over the Outlaw and retrieves his blade. 'Damn close call.'

You search the clansmen's bodies before hiding them, together with their bikes, beneath the Santa Rosa bridge. Your search uncovers the following items:

Binoculars

Water Canteen

Enough water for two Drinks

Knife [2]

Dagger [2]

Two Machine Pistols

Twenty-eight rounds of 9mm ammunition

1 Pistol

HE Grenade

Tool Kit

Enough food for one Meal

If you choose to keep any of these items, adjust your Action Chart accordingly.

After checking that the two Outlaws were alone, you leave the bridge and go north in search of a suitable place to cross the Santa Rosa Wash.

Turn to 339.

== 52 ==

Breathless from the exertion of combat, you step over the clansman's body and move to the rear of the bus to check that Kate and your aunt are all right. Both look badly shaken but appear to be otherwise unharmed.

You have only just helped them to their feet when

Rickenbacker appears at the doorway. 'C'mon Cal, we've gotta get back to the roadster. Macy reports more Outlaws at the edge of town. We've got to lead the convoy outta here.'

Kate and Aunt Betty-Ann insist that they are all right, and urge you to do as your partner says. The colonists are beginning to return to their vehicles and, as you follow Rickenbacker across the plaza towards your roadster, it worries you to note that several of them are nursing wounds.

When you are back behind the wheel once more, you signal to Cutter and the others follow your lead. Then you power your car out of Sentinel and head east along Interstate 8.

Turn to 9.



53

Fears that your encounter with the Outlaws will alert others from the clan to your presence haunt you as you leave Stanfield and follow the highway east.

Fifteen minutes later you come to a bridge that crosses the Santa Cruz River, and you see a signpost that marks the city limits of Casa Grande. You try to identify the passing buildings but the storm and the darkness consume all detail. Suddenly a new fear strikes you that you may never find the Casa Grande hospital, and therefore the vital Atropine, in time to save Kate's life.

You have no idea where the hospital is located, so you decide to try to find a town map. Three blocks from the bridge you spot the oval-shaped sign of an Exxon gas station standing less than twenty yards ahead on your right.

If you wish to pull into the gas station, turn to 344. If you decide to ignore it and continue along the highway, turn to 249.

54

More than twenty colonists step forward with you and volunteer themselves in the defence of the convoy, even though you all know that the action could cost you your lives. Among the volunteers, you see many familiar faces: Rickenbacker, Macy, Langdon, Avenal and the Tyler brothers. Also, to your surprise, you see Kate. She has not completely recovered from her illness, but she is determined not to let that stop her. She comes and stands by your side, and you feel her warm hand squeezing yours reassuringly.

Turn to 341.

The route Jaeger took yesterday, when he hiked from the well in the mountains to Interstate 8, followed the course of the San Christobal Wash. For him it was a difficult trail to follow on foot, and you soon discover that it is an even harder one to negotiate in a pick-up truck. The broken ground is deeply rutted and littered with boulders, and it takes more than an hour to make the fifteen-mile climb to the well.

The well itself is located at the bottom of a bowl-shaped gully, shaded from the sun by two peaks of the Mohawk mountains. A pump house stands beside the bore-hole, to which is affixed a sign that reads:

LUKE AIR FORCE RANGE

GARCIA WELL

U.S. GOVT. PROPERTY — KEEP OUT!

You park the pick-up beside the pump house and Jaeger helps you unload the containers. 'I had to draw the water up by hand yesterday,' he says, nodding towards the bore-hole, 'cause I couldn't get the pump to work. I reckon it's OK — jus' needs some gasoline that's all. Maybe if we could syphon some fuel from the truck we could get its engine running. It'd save us a whole lotta hard work.'

If you possess some **Plastic Tube**, turn to 211.
If you do not possess this item, turn to 76.

You pull off the freeway and follow the service road towards a diner, the largest building in the rest-stop complex, and park your roadster as near to the entrance as possible. The diner has been vandalized by clansmen, and broken furniture and shattered glass litter its tiled floor. The strong smell of liquor wafts from the kitchen area and Rickenbacker says it warrants a closer look. He leads the way, his foot-falls crunching loudly on the glass-strewn floor as he heads optimistically towards the kitchen's double doors.

'I feel kinda thirsty all of a sudden,' he says, as he pushes open the doors and strides into the darkened kitchen area. You are about to reply when a bottle comes flying through the air and smashes against the wall, missing your head by inches.

'What the . . . !' shouts your partner. He reaches for his machine pistol, but before he can unsling it from his shoulder, a dark shape leaps out from the shadows and pulls him roughly to the floor. Instinctively, you rush forward to help him, only to find yourself confronted by a drunken clansman wielding a broken bottle. He lets out a scream and a fetid gust of liquor-soaked breath assails your nostrils. You recoil in disgust and avoid being hit as viciously he stabs the bottle at your face.

Daytona:

CLOSE COMBAT SKILL 13
ENDURANCE 22

If you win the combat, turn to 148.

57

Illustration IV

A firefight erupts on the far side of the bridge between Rickenbacker and the five remaining clansmen. Swifty he puts paid to four of them, but the fifth escapes and comes running back across the bridge in your direction. He is a hard-faced thug dressed in a patched, silver, air-con riding suit, and he is armed with a machine pistol. His muscular legs propel him effortlessly up the gradient that leads to the truck, and, the moment he sees you, he levels his gun and begins firing at you from the hip.

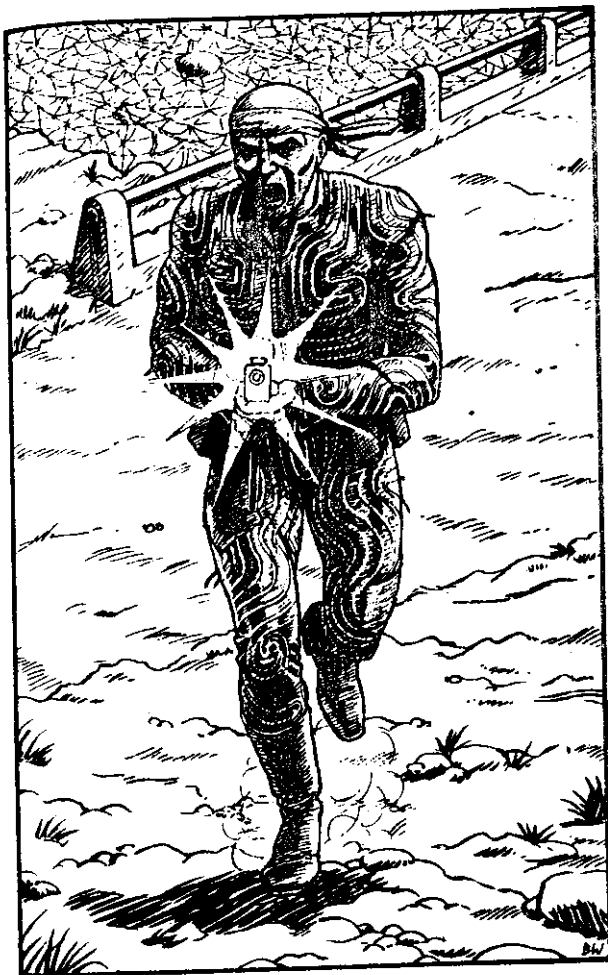
If you wish to take cover behind the truck, turn to 26.

If you choose to dive for cover amongst the scrub, turn to 156.

58

You brake heavily to avoid the rocks that are spilling across the highway ahead, and manage to stop before you crash into them. However, braking so severely stalls the engine and leaves you stranded on the freeway amidst a rain of boulders. One rock hits the top of your door and explodes, driving several jagged stone splinters deep into your arm and neck: lose 5 ENDURANCE points.

Gritting your teeth against the pain of your wounds,



IV. The moment the clansman sees you, he levels his gun and begins firing at you from the hip.

you manage to restart the engine and turn the roadster around before you are hit again.

Turn to 112.

== 59 ==

From such close range the pistol shots are deafening. You shake as each one explodes in your ears, and you scarcely dare to hope that you will survive being hit at point-blank range. So resigned are you to your doom that it takes you several seconds to realize that you have not been shot at all.

Tentatively you open your eyes to see Tyler kneeling in front of you, still holding the pistol, a coil of smoke rising lazily from its barrel. You pat your chest just to confirm that you have not been drilled full of holes, then you glance over your shoulder to see where the bullets have gone. A T-shirted clansman lies face-up on the plaza, unmoving, his chest and stomach stained bright red. A dagger is clenched in one of his pudgy hands, and an iron bar is gripped tightly in the other.

'Despite what you think o' me Cal,' shouts Tyler, 'I'm no traitor. If it's a traitor you're after, then look over there.' And with that he points towards a street that borders on the plaza. There you see John Barlow running half-crouched towards a clan scout, who is sitting astride a motorcycle. The clansman is shouting encouragement, and as Barlow scurries nearer, he shuffles himself forward to make room for the traitor on the back of his riding seat.

If you possess a missile weapon and wish to fire at Barlow, turn to 14.

If you do not have a missile weapon, or choose not to fire at Barlow, turn to 157.

== 60 ==

Beyond the door you discover an old locker room that served as a changing area and equipment store for the fire department officers and paramedics who were once stationed here. A quick search uncovers a **Fire Extinguisher**, a Fire Axe [3], and enough medical supplies for three Medi-kit units.

If you wish to keep any of these items, remember to adjust your Action Chart accordingly.

To leave the fire station and continue, turn to 19.

== 61 ==

As you drive nearer, Rickenbacker takes up his machine pistol in expectation of trouble. The clansman appears to be alone, and you notice that there is only one motorcycle parked beside the cabin from which he emerged. This cabin stands at the entrance to what was once a state-run campsite.

After only a few seconds, the clansman's smile wears thin, to be replaced by a look of horror the moment he realizes that you are not what you seem. With a cry of anguish he turns and runs through the campsite entrance.

'He's seen us,' hisses Rickenbacker. 'Quick Cal, let's get him before he gets away!' Hurriedly you put your foot down and drive through the entrance way. Beyond lies a cluster of log cabins, grouped in a horseshoe formation around a central parking area. As you squeal to a halt, the clansman is nowhere to be seen.

'We've gotta find him . . . and quick!' says Rickenbacker, leaping from the passenger door. 'You search one side of the camp and I'll search the other.'

If you wish to search the cabins on the south side of the campsite, turn to 120.

If you wish to search the cabins on the north side of the campsite, turn to 323.

== 62 ==

Jaeger is talking to Rickenbacker when he mentions that, only the previous day, he found a fresh-water well in the mountains, approximately fifteen miles south-east of the town of Mohawk. He offers to lead the convoy scouts to it, and assures everyone that the source is pure and uncontaminated. 'An' the best part is that the clansmen don't know about it, either,' he says, enthusiastically.

The promise of fresh, clean water lifts the convoy's flagging spirits and renews their hopes of completing the long exodus to California. You set off at once and soon cover the twenty miles of open road that lead to the derelict town of Mohawk. Once there, you and Jaeger are chosen to go and find the well. A dozen

empty, five-gallon water containers are loaded on to the back of a pick-up, enough for sixty gallons of water, the minimum the colony will need in order to reach California alive.

The thought of driving a pick-up truck into the mountains without roads or four-wheel drive fills you with dread. But you know that it is the only way you have of transporting such a weighty load. Once preparations are complete, you climb aboard and head out into the desert towards the Mohawk Mountains.

Pick a number from the Random Number Table.

If the number you have picked is 0-2, turn to 55.
If the number is 3-9, turn to 238.

== 63 ==

You enter the pass and find yourselves approaching a section where rocky outcrops overhang the west-bound lanes of the freeway. Then a rumbling, like the sound of distant thunder, draws your eyes away from the road ahead, and you look up in horror to see hundreds of tons of rock tumbling down the mountainside. One of the outcrops has collapsed and you are now driving into the path of a massive landslide.

Huge boulders come smashing down on to the highway, as desperately you fight to turn your roadster around and escape before you are crushed to death.

Pick a number from the Random Number Table and add to it your Driving skill score.

If your total is 7 or less, turn to **58**.

If your total is 8-10, turn to **201**.

If your total is 11 or more, turn to **329**.

== 64 ==

Rickenbacker volunteers to approach the truck and sabotage the radio, while you move nearer to the bridge and prepare to give him covering fire. You take up a position in a dry ditch running parallel to the dirt road, where you can observe the clansmen without being seen.

After a few tense minutes, Rickenbacker gives a thumbs-up signal to show that he has accomplished his task, but before he can move away from the truck, one of the six clansmen leaves the group and comes walking back across the bridge towards the vehicle.

If you wish to open fire at the approaching clansman, turn to **325**.

If you decide to crouch down in the ditch, to avoid being seen when he passes, turn to **247**.

== 65 ==

The throaty roar of the engine and the crackle of the clansman's gunfire fills your ears as they speed nearer and nearer. Clearly they intend to ram you out of their path. For a moment, as the car mounts the ramp, the

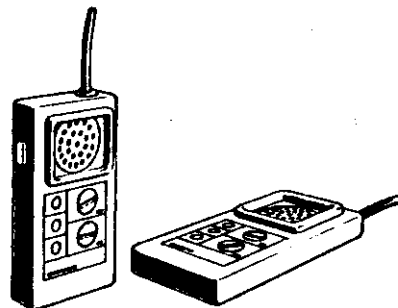
dust clears and you glimpse the tyre: it is the moment you have been waiting for.

'Make it count!' you cry, as you open fire.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 9 or less, turn to **194**.

If it is 10 or more, turn to **264**.



== 66 ==

You drop behind the edge of the hollow moments before the clansman's bullets tear into the earth. Then you hear the chatter of Kate's gun, and suddenly there is silence. Cautiously you raise your head and see the clansman's body tumbling backwards down the slope. The sight of his death sends a shockwave through his confederates, and at once their attack falters. Encouraged by their sudden change of heart,

you watch as they fall back towards their trucks, which are parked in the centre of the freeway.

Turn to 141.

== 67 ==

Taking up the viewer, you set the controls to scan in the infra-red spectrum and then raise it to your eyes. At once the effects of the storm disappear and you see a detailed heat picture of the surrounding urban landscape. The light is radiating from a shop doorway, which shows up as a vivid red glow. You also notice two other sources of heat. They are clansmen and they are crossing the street less than thirty yards ahead. They move slowly, their heads bowed against the storm, and you can make out the distinct shape of rifles, which show up as cooler zones superimposed upon their backs.

Patiently you wait for the clansmen to enter the glowing doorway, then you restart your roadster and continue along the street.

Turn to 53.

== 68 ==

You bring your 12-gauge Brushmaster up to your shoulder and peer along the barrel. The blond-haired clansman is already half-way up the short flight of steps that ascend into the bus. Immediately you pull

the trigger, hoping to stop him before he disappears from sight.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 9 or less, turn to 313.

If your total score is 10 or more, turn to 192.

== 69 ==

You kick the shop door and it creaks open unwillingly. Inside you find that the store is virtually empty, having already been looted by clansmen eager to get their hands on its stock of off-road motorbikes.

A brief search of a workshop at the back of the premises yields just two items which may be of use:

Tool kit
Engine Oil

If you decide to keep either or both of these items, remember to adjust your Action Chart accordingly.

To leave the shop and rejoin Rickenbacker, turn to 300.

== 70 ==

The darkness makes it difficult to pinpoint the shadowy clan group with any accuracy, so you trust

to your skill with a machine pistol and fire a burst from the hip.

Pick a number from the *Random Number Table* and add to it your Shooting and Perception skill scores.

If your total score is 9 or less, turn to 205.

If your total score is 10 or more, turn to 132.

== 71 ==

A group of six Detroit Lions is trying to circle around behind your position by way of a gravel road that runs alongside the railroad line. You call out to Macy and two Tucson colonists, Cleaver and Zay, who are occupying a shallow trench nearby, and point out the danger. You ask them to help you to stop the Lions and they agree to follow you.

'Stay here, Kate,' you say urgently, in reply to her worried protests. 'I'll be back, I promise.'

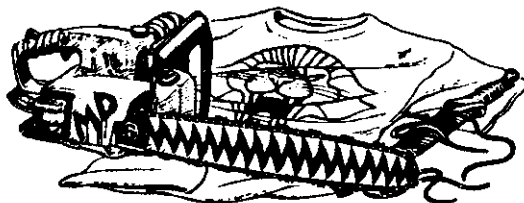
Turn to 316.

== 72 ==

Consciously you fight the rising panic that threatens to overwhelm you, and redirect your blows at the window frame. Your efforts are soon rewarded: the frame splinters and collapses, allowing you to kick out the glass panel and escape into the parking lot beyond. As clean air fills your lungs, your strength returns. Without looking back, you sprint away from

the area before one last massive explosion destroys the warehouse completely.

Turn to 315.



== 73 ==

The grenade explodes with a dull boom, and you are struck by chunks of earth and stone. A sharp pain lances through your forearm, and when you clasp your hand around it, warm blood oozes between your fingers. A shrapnel splinter has embedded itself in your flesh: lose 3 ENDURANCE points.

As you shake the dirt out of your hair and look up, you see that Rickenbacker is back on his feet and running straight towards the cabin. With an unnerving disregard for his own safety, he leaps through the doorway and disappears from view. A few seconds later you hear a burst of gunfire, then another silence. You are beginning to fear the worst, when suddenly he reappears, gun in hand, and signals an all clear.

Turn to 305.

== 74 ==

You approach the milling throng of colonists who are gathered around the scene of the crime, and push your way through them towards Rex Tyler. His hands are being tied and, before you can reach him and question him about what has happened, he is taken away and locked in the cab of one of the Tucson vehicles.

Some of the Tucson colonists are preparing to bury Gorgas' body, which they have wrapped in blankets. You get the distinct feeling that they would not look favourably on a request to examine the body, so you decide to investigate the cab of his truck instead.

Apart from some blood stains on the driver's seat, you see nothing unusual until you search beneath the seat itself. There you discover a **Cigarette Lighter**, and immediately your suspicions are aroused. Mike Gorgas did not smoke, and neither, come to think of it, does Rex Tyler.

'What are you lookin' for, Phoenix. Souvenirs?' growls an angry voice. Immediately you turn around and find yourself staring at Avenal's sneering face. Before you can reply, Cutter appears.

'You're the driver of this truck now, Avenal,' he says. 'Cal, you and Rickenbacker better get back to your roadster. We've gotta get moving.'

With a growl of contempt, Avenal barges his way past you and climbs into the truck's cab. Cutter slams the door shut, and, as he starts to walk away, you decide

that now would be the best time to tell him about the rockfall.

Turn to 10.

== 75 ==

The coarse stammer of the clansman's machine pistol is the last sound you hear. Sharp, stinging cores of pain punch you repeatedly in the stomach and fearfully you clasp your hands to your midriff as you tumble backwards into the hollow. Warm blood oozes between your fingers, but although you are incapable of moving, you no longer feel pain. Aware that you have been shot, and that the shock of your wounds has numbed your senses, you close your eyes and slip away into the timeless embrace of death.

Tragically, your journey and your life end here at Round Mountain.

== 76 ==

You search the pick-up and the pump house for some tubing with which to syphon some fuel, but your search proves fruitless. Resignedly you set to work drawing water the hard way, pumping it up from the well by means of a small hand crank. The crank was originally designed for obtaining small samples for scientific analysis, and it takes you nearly two hours of exhausting labour to extract the sixty gallons you require, and then load the heavy containers on to the truck.

Despite several rests and drinks of water, you lose 4 ENDURANCE points owing to fatigue. (If you wish, you may take this opportunity to refill your water canteen.)

Turn to 243.

== 77 ==

Gritting your teeth against the pain that is coursing through your arms, you stretch out and grasp the rope with your right hand. Then you take hold of it with your left, and slowly you are hoisted away from the crumbling edge. As your companions lift you eagerly to your feet, you notice an expanding circle of ripples in the river below. They mark the final resting place of your Roadster.

Turn to 293.

== 78 ==

You pull the trigger, and see the clansman hesitate in mid-step as your bullet punctures his chest. A moment later he returns fire, but the impact of your slug has been enough to divert his aim, and his bullet passes harmlessly over your head. He staggers, then falls, yet no sooner has his body hit the dirt than one of his screaming comrades leaps over him and dives headlong into the ditch. Growling like an angry dog, he knocks the pistol from your hand and lunges forwards to fasten his steely fingers around your throat.

Stonewall:

CLOSE COMBAT SKILL 16
ENDURANCE 26

If you win the combat, turn to 311.

== 79 ==

Having dealt successfully with the locked doors, and eager to waste as little time as possible, you rush into the lobby and run straight towards the reception counter. But you have taken only a few strides when a group of clansmen appear in a corridor opposite. They command you to stop as they advance towards the counter. Expecting trouble, all of them are armed and extremely nervous.

You raise your hands in surrender, but when the leading clansmen see that you are not an Outlaw, and that you are armed, they panic and immediately open fire. Pain explodes in your chest as a dozen bullets knock you backwards off your feet. For a moment you see an intense white light, then it dissolves into a darkness from which you will never emerge.

Sadly, your life and your journey end here in the lobby of the Casa Grande General Hospital.

== 80 ==

The elation you feel at having found the medicine store is dampened when you take stock of your surroundings. Tens of thousands of bottles and containers line the shelves, not only in this room but in

several other adjoining storage areas as well. And to make matters worse, there seems to be no logical order to the way the medicines have been stored. It could take you a week or more to inspect them individually.

Hoping to get lucky, you search the shelves for the better part of an hour until you notice, by chance, that the base of each container carries an index number. Now you concentrate your efforts on finding the catalogue, or file, that is the key to this storage system. Ironically, you discover it – a weighty computer print-out – lying in a drawer of the table on which you took refuge from the cockroaches.

Within minutes of finding the print-out, you locate a tub of Atropine tablets. You check that its seal is intact, then slip the tub into your pocket as you hurry back to the roadster. (You need not make a record of the Atropine on your Action Chart.)

Turn to 232.

== 81 ==

The steepness of the embankment is making it difficult for the clansman to maintain his balance. Before he can steady himself to take an aimed shot, you raise your Brushmaster and fire a round at his chest.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 6 or less, turn to 275.

If your total score is 7 or more, turn to 191.

== 82 ==

The moment you have him in your sights, you thumb down the safety-catch and squeeze off a round aimed at his upper torso. The Beretta kicks in your hand and, for a brief moment, you lose sight of your target as the muzzle rises with the recoil.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 9 or less, turn to 94.

If your total score is 10 or more, turn to 37.

== 83 ==

Mad Dog launches a wild, sweeping slice at your head. You avoid instant decapitation by rolling across the debris-strewn floor, but, as you rise to your feet, a wave of dizziness robs you momentarily of your sight, and you stumble backwards against the wall. Your vision clears, and as Mad Dog approaches, you duck below his wild sweeps and thrust your weapon at his chest. You draw first blood. The clan leader squeals like a stuck pig and pulls away, but quickly recovers and attacks like a man possessed.

Mad Dog Michigan:

CLOSE COMBAT SKILL 21

ENDURANCE 26

(continued over)

If you win the combat, turn to 350.

84

Illustration V

To reduce the risk of running unexpectedly into a clan patrol, you leave Interstate 10 at the first opportunity and follow the turgid waters of the Santa Cruz River north towards Arizona City. The river takes you through the heart of the town's suburban neighbourhoods, now little more than a vast, featureless sprawl of derelict homes and ruined factories. You head for Santa Vaya, the highest of the town's districts, for it is from here that you will best be able to see Macy and Langdon's signal.

It takes you the better part of two hours to discover the ideal place to set your fire. Built next to one another on a small industrial unit, you find a paint factory and a tyre dump. A fire at either of these places would be seen for miles, but fires at both, and at the same time, promises to be nothing short of spectacular.

The flip of a coin decides that Rickenbacker will set fire to the tyre dump, leaving you with the task of firing the paint factory. Having parked the roadster a safe distance away, you approach the unit with gasoline cans in hand. You enter the factory through a hole in the fence and gain access to a storage warehouse filled with drums of inflammable polyurethane resins. The smell of burning rubber tells you that Rickenbacker has already set light to the dump, and prompts you to hurry as you douse the resin drums with gasoline. In your haste you



V. With a roar, the drums start to explode, showering the warehouse with liquid fire that triggers yet more explosions.

inadvertently knock the barrel of your gun against a metal stair rail and cause a spark that ignites the gasoline prematurely. Within seconds, you find yourself having to run for your life.

With a roar, the drums start to explode, showering the warehouse with liquid fire that triggers yet more explosions. With terror in your heart you look for a way to escape from the raging inferno. All you can see, through the billowing smoke and flame, is a staircase leading to an office on the first floor and a corridor marked by a sign that says:

TEST LABORATORIES THIS WAY

If you wish to climb the stairs to the office, turn to **343**.

If you wish to follow the corridor to the test laboratories, turn to **111**.

85

You unstrap a pair of shovels from the side of the fuel tanker and hand one of them to Rickenbacker. Together you set to work helping the others clear a way through the landslide that is wide enough to allow the convoy to pass in line. With the temperature nudging 100 degrees Fahrenheit, the work soon becomes exhausting.

You must now take two Drinks or lose 6 ENDURANCE points.

Turn to **213**.

86

With your eyes fixed on the fleeing clansman, you weave your way through the barbecue ranges and set off after him. Rickenbacker, having reloaded a fresh magazine, gets up and begins to follow.

The clansman reaches the restaurant cabin just as you emerge on to a track on the far side of the barbecue area. Then an unexpected burst of gunfire from the cabin doorway makes you dive for cover, and, moments later, you see something round and black fly out from the doorway and land on the path just a few yards away to your right.

'Grenade!' shouts Rickenbacker, and he dives to the ground with his hands over his head.

Pick a number from the Random Number Table.

If the number you have picked is even (2, 4, 6, 8, 0), turn to **197**.

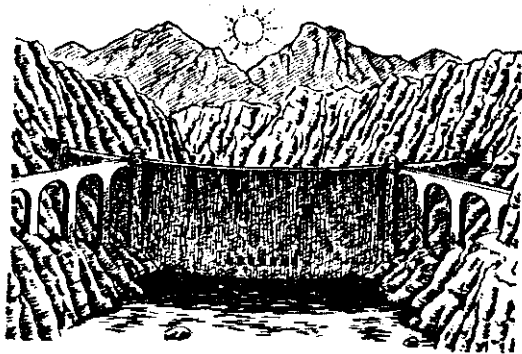
If the number you have picked is odd (1, 3, 5, 7, 9), turn to **73**.

87

The brakes lock and the truck no longer responds to your steering. There is a shudder as both the off-side wheels slide over the edge, and your stomach churns as the vehicle tilts sideways. Jaeger screams and hopelessly he tries to open the door and jump out, but it is already too late. The last thing you see as

you plummet over the edge is the rocky floor of the ravine rushing towards the windshield.

Sadly, your journey and your life end here in the Mowhawk Mountains of Arizona.



== 88 ==

You cast your eye across the landscape and, to your left, about 150 yards away, you spot an old cattle barn standing close to the banks of the Santa Rosa Wash.

'Let's try over there,' you say, motioning to the north as you slump back into your seat.

Driving as slowly as you dare in order not to stir up any dust and give away your position, you reach the old cattle barn and find it deserted. Rickenbacker pulls open its huge double doors and you park inside.

Once you have switched off the engine, you join Rickenbacker at the knot-holed timber wall in time to see the two clan bikers stopping at the approach to the bridge.

Pick a number from the Random Number Table.

If the number you have picked is 0-3, turn to 117.

If the number is 4-9, turn to 180.

== 89 ==

You draw a close combat weapon and steel yourself to cross the roof. It is a daring attack, but at least you have the benefit of darkness and surprise.

As you move stealthily towards the group, the clansman who is sitting with his back to the parapet sees you approaching. A wave of fear knots your stomach as expectantly you wait for him to shout out in alarm, but he does nothing to alert his companions.

Instinct prompts you to act quickly in case he has a change of heart. Rushing forward, you get your forearm around the throat of the nearest shooter, and then wrench him away from the parapet. He drops his rifle over the edge and, as you pull him towards you, his partner turns and fires in panic. The burst of fire kills the clansman instantly, but you survive, shielded by his body. Shocked by what he has done, the clansman freezes, his eyes wide with disbelief, as his companion slumps dead at your feet. Before he recovers his senses, you jump forward and kick

the assault rifle out of his hands, sending it sailing over the parapet. Before it hits the ground, you press home your advantage and attack.

Cape Cod:
CLOSE COMBAT SKILL 15
ENDURANCE 23

Owing to the surprise of the attack, ignore any ENDURANCE point losses that you sustain in the first two rounds of combat.

If you win the fight, turn to 210.

== 90 ==

You cock your gun and stand to the side of the lock to reduce the risk of being hit by a ricochet. Then you take aim at the keyhole and squeeze the trigger.

Pick a number from the Random Number Table.

If the number you have picked is 0-6, turn to 178.

If the number you have picked is 7-9, turn to 79.

== 91 ==

In the dust that covers the ground you notice a set of footprints leading to one of the brick barbecue ranges situated fifteen yards away to your left. At once you reach for your gun and level it at the range, approaching it slowly. You have taken only a couple of steps when you hear the click of a firing bolt being

cocked. In the next instant, the clansman rises up from behind the barbecue stand with a machine pistol held before him at waist level.

If you wish to fire at the clansman, and are able to do so, turn to 236.

If you do not wish to fire at him, or are unable to do so, turn to 208.

== 92 ==

The grenade passes over the truck and explodes, throwing little but dust and shrapnel into the air. The dull boom alerts the other clansmen and suddenly all hell breaks loose. They leap to their feet and come running across the bridge, cursing and fumbling for their weapons as they do so. You hobble to the truck and take cover as Rickenbacker, hoping to buy you the precious seconds you need in order to destroy the radio transceiver, opens fire at the approaching clansmen.

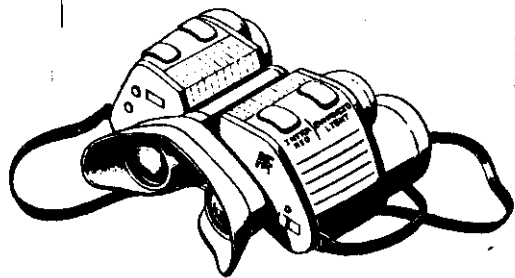
As you move along the side of the truck, you notice a keg of blasting powder resting in the back with a self-lighting fuse attached to its top. Rather than attempting to batter the radio to pieces, you decide to blow it up instead. A sharp tug is all that is required to set off the fuse, then you run towards Rickenbacker as fast as your aching foot will allow. As you jump into the ditch, there is a jarring boom and a brilliant flash of bright orange flame as the truck explodes.

'What the heck . . . !' gasps Rickenbacker, stunned by the unexpected force of the second explosion.

'They had a keg of blasting powder in the back,' you cry, shouting to make yourself heard above the rumbling echo of the explosion. 'So I pulled the fuse!'

As the dust clears, the clansmen struggle to their feet and run towards the blazing remains of their truck. As they get nearer, you take up your gun and prepare to open fire.

Turn to 138.



93

Tensely you watch as the two clansmen come to within 100 yards of your hiding place and stop their machines. One of them, a thin-limbed punk with a shaved head, takes up a pair of binoculars and focuses on the bridge, while the other, dressed in a blue denim boiler-suit, takes a long swig from a water canteen that is strapped to his chest. They exchange words, then the one with the field glasses points

towards the east and together they turn their bikes around and go back the way they came.

You watch as they slowly disappear. When you can no longer see them, you and Rickenbacker get back into the roadster and go north in search of a suitable place to cross Santa Rosa Wash.

Turn to 339.

94

Your gunfire misses the fleeing traitor by a hand's breadth. The sheer closeness of it makes him dive to the ground, but when a second burst does not materialize, he scrambles quickly to his feet and runs head-up towards the waiting clan biker. The moment he is astride the pillion, the clansman winds back the throttle and the two of them make their getaway along a side street bordering the plaza.

As the traitor and his confederate disappear, Rickenbacker and Cutter come running across the plaza and take cover with you behind the garbage cart. Quickly you tell them that Barlow has escaped and that you are now absolutely convinced he was guilty.

'You're right,' says Cutter. 'He must have been a clan infiltrator. I'd hazard a guess that this whole attack was staged t' get him out o' here.'

From behind the metal lip of the garbage cart you survey the battle that is raging around the plaza. Most

of the colonists have now armed themselves and taken cover, and they are putting up a worthy defence of the vehicles. The few clansmen you do see are either dead or attempting to escape from the town now that they have achieved their objective. All of them, that is, apart from one. He is a blond-haired thug, dressed in a studded leather vest and striped pants, who is busy hammering at the glass door panels of the DC1 school bus with the stock of his machine pistol. The sight of him senselessly attacking the door of the empty bus does not bother you unduly until you remember that there is one person still on board the bus - Kate - and your heart nearly stops with shock.

If you wish to open fire at the clansman before he gains entry to the bus, and are able to do so, turn to **270**.

If you do not wish to open fire at the clansman, or are unable to do so, turn to **181**.

== 95 ==

Carefully you wind the strap of your rifle around your left forearm for extra stability, then settle against the lip of the hollow and take aim at the distant figure. When you are sure that you are on target, you fire, but at that precise moment a cloud of oily smoke wafts up from the burning barricade and obscures your view. The smoke clears quickly, but when it does there is no trace of Mad Dog Michigan.

Turn to **154**.

== 96 ==

You stop the vehicle and tell Rickenbacker what you have seen up ahead. Together you stare at the outcrop for more than a minute but notice nothing unusual.

If you possess **Binoculars**, a **Telescope**, or a **Combat Viewer**, turn to **49**.

If you do not possess any of these items, turn to **223**.

== 97 ==

Another broken note from the tow truck warns everyone that you are approaching downtown El Centro. The ruined buildings, which rush past on either side, seem empty at first. Then you notice an occasional group of clansmen and women standing on the derelict street corners, and sporadic gunfire soon follows. Stray bullets strafe the convoy, but the damage is slight and you manage to reach Interstate 8 without sustaining any casualties.

The convoy maintains its fast pace, which has undoubtedly saved you from a serious encounter with the Chargers clan. Not until at least ten miles have been put between you and the city of El Centro does the convoy abandon its break-out formation and stop briefly to make a damage check.

You must now take a Drink or lose 3 ENDURANCE points.

Turn to **296**.

== 98 ==

Your shot goes wide, tearing a chunk of masonry from the parapet of the roof to the left of the clan group. Alerted by the noise and the muzzle flash, the two riflemen swing around and pour a withering hail of automatic fire at you. You try to duck back, but an agonizing pain erupts in the centre of your forehead and you are lifted off your feet by the force of the high-velocity bullet that has penetrated your skull.

Blinded and numbed by the shock of impact, you fail to stop yourself from tumbling over the edge of the fire escape platform. Mercifully, death claims you before you crash head-first through the roof of the clan truck that is parked in the alley below.

Your journey and your life terminate here at Wellton, Arizona.

== 99 ==

Those responsible for looting Eloy did a very thorough job of cleaning out the gun store. Virtually every item of stock has been taken, including a collection of animal trophies that were once displayed around the walls. The only thing displayed there now are crude skull-and-crossbones motifs, daubed on with shiny black paint.

You sift through the debris-covered floor, but it is not until you look in the basement that you discover some items of practical value:

Two rounds of 9mm ammunition
Four rounds of 12-gauge ammunition
Five rounds of 7.62mm ammunition
Hunting Knife [2]

If you wish to keep any of these items, remember to adjust your Action Chart accordingly.

To leave the gun store and return to your roadster, turn to 155.

== 100 ==

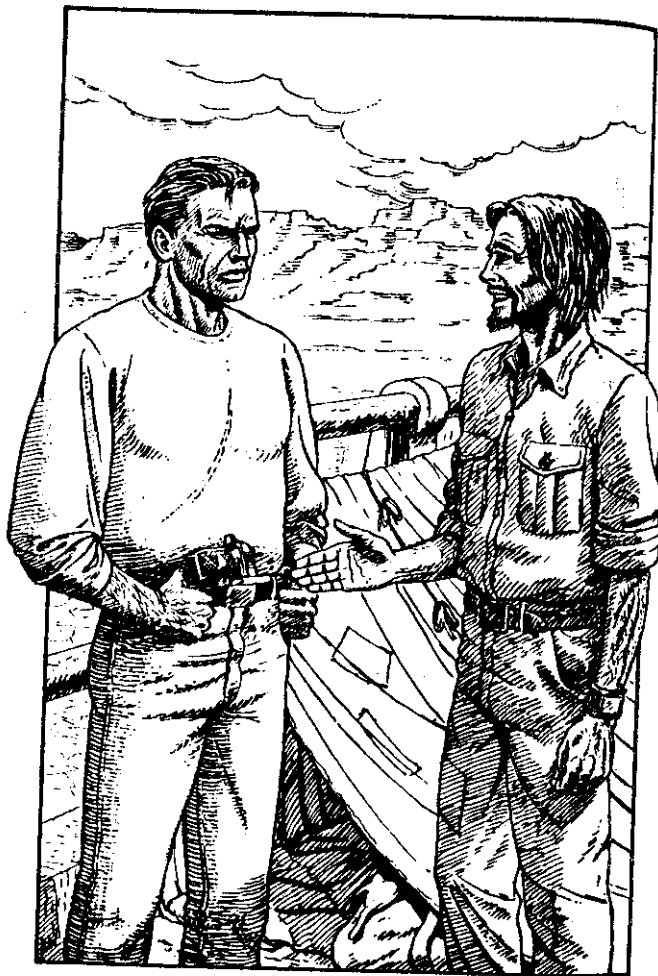
Illustration VI (overleaf)

'My name's Brent Jaeger,' he says, and tentatively offers his hand in friendship. Rickenbacker hesitates, then shakes it, and at once the man seems to relax, as if a weight has been lifted from his shoulders. 'For a minute there I thought you two were clansmen,' he says. 'You can't be too careful in these parts.'

'Where you from?' you ask.

'I've made my way up from Panama, mostly on foot. I've got the blisters to prove it, too. I was working on the canal when HAVOC pulled the plug. I was lucky, I found a safe zone in the jungle and waited there for spring to come around again. It's sure been a long time comin'. Since things have settled I've been making my way north. I'm lookin' to get back home to San Francisco.'

'You're lucky you've got this far on your own,' you say.



VI. 'My name's Brent Jaeger,' he says, and tentatively offers his hand in friendship.

There were three of us when we started out, but the heat and the clans did for my friends and now I'm the only one left. I'm gonna make it, if only for their sakes.'

To avoid the sun, you and Rickenbacker accept Jaeger's offer to share the shade of his makeshift tent while he continues his story. 'I heard about the scene in California from some survivalists I stayed with for a while, down in Alamos. Sounds like they've gone an' turned the state into one big fortress. The army's in charge and they've got things locked down tight. They've kicked all the troublemakers out into the desert and slammed the door. In the south, I hear they've drawn up a new state line, from Pine Valley to Banning. All the old roads in and out are guarded and I hear they've got real picky 'bout who they let in.'

He reaches over to a tattered denim jacket lying on the ground, and takes an equally tattered map from an inside pocket. 'I plan on going in here,' he says, pointing to a part of the map that is so worn that it has become almost illegible. 'It's a place in the mountains, north of Lake Henshaw. I figure that the army can't have enough men to patrol that area too well. If you two'd take my advice, you'd think 'bout doin' the same.'

You tell Jaeger how you survived the post-holocaust years. You also tell him that you are acting as scouts for a convoy that is equally determined to reach California, only they are now so short of food and water that unless fresh supplies are found soon, few of them are likely to survive the 400 miles that separate you from the Pacific.

'Man, you guys have got problems,' he says, *shaking* his head slowly from side to side. 'And you're *headin'* slap-bang into even more. Ain't you heard - Yuma is a clan base. And believe me, the guys that are holding that city are heavy-duty bad news. If you're thinkin' of crossing the Colorado River there, forget it. You'll never make it. They'll blow you off the road.'

Concerned by what Jaeger has said, and anxious that he tell everything he knows about the clan base at Yuma, you ask him to return to the convoy with you. After some thought he decides that at least there is safety in numbers, and agrees to join the colony. When you get back to Dateland, Macy and Langdon are shocked to see three people squeezed into your roadster, but you soon explain Jaeger's background, and they offer to transport him in their Trans-sol, which at least has the luxury of rear passenger seats. During your absence they have managed to forage some food, which you divide between you before you return to the convoy at Aztec.

Turn to 204.

101

The steep slope and loose earth is causing the clansman difficulty as he tries to steady himself to take aim. You see his hesitation as you raise your rifle to your shoulder, fix the sights on his chest, and quickly pull the trigger.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score is 7 or less, turn to 275.
If your total score is 8 or more, turn to 191.



102

You crash down on the broken roadway with your arms outstretched and your hands scrabbling to find something to cling to. An exposed steel rod falls beneath your grasp and you grab at it with bloodied fingers. Below, you hear a loud splash as your roadster crashes into the Colorado River; above, there is the rumble of falling debris. Then a shower of dust and loose stones hits your head. They graze your scalp and make you cough violently: lose 2 ENDURANCE points.

Bravely you hang on to the corroded steel rod, praying all the while for Rickenbacker and the others to come to your aid. When they do arrive they throw you the end of a rope, which lands close to your right shoulder, and urge you to take hold of it so that they can pull you to safety.

With difficulty, you grasp the rope and slowly you are hoisted away from the crumbling edge. As eager hands lift you to your feet, you notice an expanding circle of ripples in the river below. They mark the final resting place of your roadster.

Turn to 293.

== 103 ==

You take aim and fire at a point waist-high in the centre of the hut's wooden panelling, to the left of the open door. Your gunfire blasts a large hole in the rotten timbers, and you can now see that the hut is empty. (Remember to erase this round of fire from your Ammo Pouch.)

Cursing your luck you turn to look elsewhere for clues to his whereabouts. Then, as you move away from the playground, a burst of automatic gunfire rings out from the other side of the site.

'Rickenbacker,' you whisper to yourself, as you turn to run back towards the truck and the parking lot.

Turn to 259.

== 104 ==

Before leaving Red Rock, a call comes through on the transceiver in Macy and Langdon's car. It is Pop Ewell radioing to tell you that the convoy is now ready to leave Tucson. You report that the freeway

is clear as far as Red Rock, and that you will continue ahead and scout Eloy, the next major town on Interstate 10.

North of Red Rock, the freeway climbs towards a mountain pass called the Picacho, and the surrounding craggy peaks strike you as ideal sniper territory. Rather than run the risk of being ambushed, you decide to pull over, and signal to Macy and Langdon to do likewise. You point out the risk but they are not convinced: they have scouted this territory many times in the past few months and they feel you are being too careful. So confident are they that the pass is deserted, they volunteer to check it out on their own. Reluctantly you agree to their request.

While you wait for them to return, you must take a Drink or lose 3 ENDURANCE points.

Turn to 163.

== 105 ==

You notice a Hunting Knife [2] lying nearby, on top of an office cabinet, and quickly grab it as Mad Dog launches a wild, sweeping slice at your head. You avoid instant decapitation by rolling across the debris-strewn floor, but, as you rise to your feet, a wave of dizziness robs you momentarily of your sight, and you stumble backwards against the wall. Your vision clears, and, as Mad Dog approaches, you duck below his wild sweeps and thrust your weapon at his chest. You draw first blood. The clan leader squeals like a stuck pig and pulls away, but quickly recovers and attacks like a man possessed.

Mad Dog Michigan:
CLOSE COMBAT SKILL 18
ENDURANCE 20

If you win the combat, turn to **350**.

106

You pump a double-A target load into the breech of your Brushmaster as you bring the gun up to your shoulder. The instant the traitor appears in front of your foresight, you track him for a few steps then pull the trigger.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 8 or less, turn to **94**.

If your total score is 9 or more, turn to **37**.

107

You take the grenade from your pack and set its variable timer to detonate ten seconds after the pin is pulled. Then you wedge it between the door handles, ease out the pin, and run for cover at the end of the corridor. The grenade explodes with a flash and a dull boom that rips both doors clean off their hinges and fills the corridor with acrid, grey smoke. You rise to your feet and wait for the smoke to thin out before you head back towards the smouldering remains of the doors.

Turn to **79**.

108

Bullets hit the ground in a line that follows your dive. In your desperation to avoid being hit, you have launched yourself on a collision course with one of the barbecue stands. You smash your forehead against the brick stack and knock yourself unconscious. You rebound from the stack and fall flat on your back, helpless to prevent the clansman from shooting you through the heart.

Tragically, your journey and your life end here in Picacho, California.

109

'I count six of them . . . and a truck,' says Rickenbacker, as he peers through the dirty windshield at the distant bridge. 'They're from Yuma,' offers Cookie. 'Puma scouts. Probably part of the group that came lookin' for me.'

Carefully you assess the situation. A frontal attack on the bridge could prove costly, and the long whiplash aerial that you see fixed to the clansmen's pick-up can only mean that they are in contact with their base at Yuma. It would not take very long for their leader, Pentagon, to send reinforcements if the scouts radioed that they were under attack. The foul, black waters of the Gila River may look uninviting, but at least they are shallow and fordable, and it would be easy for you to circle around this bridge in the pick-up and cross further upstream, where you could not be seen. However, no matter how shallow the water,

the convoy's buses would never make it. No, the only way the convoy is going to reach the Imperial Reservoir is by crossing here at this bridge.

Rickenbacker, who has been given a transceiver by Pop Ewell, radios the convoy to inform them of the situation. At once they suspect that Cookie is trying to lead you into a trap. He denies the charge, and in order to prove his good intent, he offers to try to lure the clansmen away from the bridge.

Pick a number from the Random Number Table.

If the number you have picked is 0-4, turn to **252**.

If the number is 5-9, turn to **114**.

== 110 ==

Thankfully you have an ampoule of snake bite serum in your Medi-kit pouch. With trembling hands, you inject the life-saving serum into your forearm and gradually the pain and the trembling subsides (remember to erase this Medi-kit unit from your Action Chart). Unfortunately, as the serum eradicates the toxins in your blood, it causes you to be violently sick: lose 2 ENDURANCE points.

After a few minutes, the sickness disappears, but the side-effects of the serum leave you weak and dehydrated. You must now take two Drinks or lose 6 ENDURANCE points.

As soon as you are able, you take your hard-earned case of food and return with it to your roadster.

Turn to **20**.

== 111 ==

A wave of burning heat lashes your back and tightens the skin on your face and hands as you sprint towards the test laboratories. The explosions are growing louder and more frequent, and the floor shudders violently beneath your feet. You are only a few feet from the door to the first laboratory when a sudden gush of scorching air makes you cry out in pain. It shrivels your eyelashes and blisters the lining of your nose and throat: lose 2 ENDURANCE points.

Beyond the door you discover a room filled with electrical test equipment. There is no other door from the room and the corridor is now so full of toxic smoke that it would be suicidal to go back that way. Only the windows offer any chance of escape from the inferno, but when you take a closer look at them your heart sinks. They are armoured panels: a criss-cross of wire netting sandwiched between two sheets of plate glass, each 25mm thick!

As the paint on the inside of the laboratory door blisters and ignites, you hammer frantically at the window with the butt of your gun.

Pick a number from the Random Number Table and add to it your Strength skill score. If you possess a **Monkey Wrench**, a Hammer, or a Baseball Bat, add 2 points to your score. If you possess a Fire Axe, add 4 points.

If your total score is 9 or less, turn to 273.
If your total score is 10 or more, turn to 72.

== 112 ==

As you speed away from the pass, Rickenbacker glances over his shoulder at the settling mound of rock. 'That's one mess that's gonna take a while to clear up,' he says, trying to make light of your close escape.

'Yeah,' you mumble in reply, thinking about the unenviable task that lies ahead. Minutes later, as you approach the town where the convoy is waiting, you begin to dread breaking the bad news to the colonists. Unfortunately, there is far worse news awaiting you and Rickenbacker on your return to Smurr.

Turn to 295

== 113 ==

You raise your gun and fire at the first enemy clansman you see, but your gunfire is rushed and poorly aimed and misses him by a wide mark.

One of the raiding party singles you out as a target. His burst of fire rips up the ground around your feet, and you are knocked down by a ricocheting slug: lose 4 ENDURANCE points.

To continue, turn to 171.

== 114 ==

The colony agrees to let Cookie attempt his plan, but they also warn you and Rickenbacker to watch him closely. Still they do not trust him and they are afraid that he will try to betray the convoy's presence in the area. Before they sign off, they tell you to maintain radio silence until the bridge is clear, just in case the clansmen are monitoring the frequencies.

Turn to 30.

== 115 ==

You bring your vehicle to a halt at the side of the freeway and watch the man. He is moving slowly, his head bent, and he appears to be stabbing randomly at the ground with a spear-like stick. So pre-occupied is he with whatever it is that he is doing, that he has not noticed you approaching the bridge.

'He looks harmless. I think we should check him out,' says Rickenbacker, reaching behind your driving seat for his machine pistol. He cocks the bolt, then adds: 'But I think we should take out some insurance.'

If you possess **Binoculars**, a **Telescope**, or a **Combat Viewer**, turn to 276.

If you do not possess any of these items, you agree to Rickenbacker's request and decide to investigate the situation further; turn to 301.

== 116 ==

You disappear behind the barbecue range moments before the clansman's bullets tear into the brickwork with shattering effect. You hear the chatter of a second gun, then suddenly there is silence. Cautiously you peer around the corner of your brick shield to see Rickenbacker walking towards you, changing the magazine of his machine pistol as he wends his way through the ranges.

A few feet away you see a pair of booted feet. You move out further until the whole of the clansman's body is visible. His hands are twitching, then abruptly they relax, as if resigned to the fate that has befallen the rest of the body.

As Rickenbacker comes nearer he calls out your name. His face is lined with worry until you pull yourself to your feet and acknowledge his call.

Turn to 305.

== 117 ==

The clansmen come to within 100 yards of the bridge and then stop their machines. One of them takes up a pair of binoculars and views the area, while the other takes a long swig from a water canteen that is strapped to his chest. They exchange words, then the one with the field glasses points towards the east and together they turn their bikes around and go back the way they came.

You watch as they disappear slowly. When you can no longer see them, you and Rickenbacker leave the barn and go north in search of a suitable place to cross the Santa Rosa Wash.

Turn to 339.

== 118 ==

You stop to pull the extinguisher from your pack, then you rush forward and train it on the side of the Landcruiser, aiming it at a hole in the luggage compartment door created by the fire. The foam gushes into the hole and arrests the flames just long enough for Cutter, and a handful of the Tucson colonists, to arm themselves with fire-fighting equipment and come to your assistance before your extinguisher runs out. (Remember to delete this item from your list of Backpack items.)

Your bravery and presence of mind have prevented the fire from igniting the vehicle's fuel tanks. However, there was nothing you could do to save the contents of the compartment, which included all the colony's food and a large percentage of its water supply.

Turn to 145.

== 119 ==

You know that you must prevent the clansman from reaching the truck and radioing his base: the safety

of the entire colony might depend on it. Fired with urgency, you leap up and sprint across the shallow river, then climb a sandy path that takes you directly to the truck. The clansman is leaning across the driver's seat, fumbling with the radio's dials, when you reach him. Quickly you drag him out of the cab by his legs. He struggles frantically, twisting back and forth like an angry snake, to break free from your vice-like grip. Then he lands a lucky punch that sends you reeling (lose 1 ENDURANCE point). Before you can recover, he draws a blade from his belt and attempts to stab you through the heart.

Bravo:

CLOSE COMBAT SKILL 15
ENDURANCE 25

Because you have been knocked down, you are unable to make use of a close combat weapon until the second round of combat.

If you win the fight, turn to 57.

== 120 ==

You leave the truck and run towards a gap between two of the cabins. Beyond lies a playground equipped with swings, slides and see-saws, all fashioned from logs. In the middle of this play area stands a small, wooden hut. Its thin timber door stands open, and inside you can see a workbench and a rack filled with carpentry tools.

Add together your Field Craft and Perception skill scores.

If your total is 9 or less, turn to 314.

If your total is 10 or more, turn to 188.

== 121 ==

Quietly you inform your fellow judges of your decision and, after a brief consultation, Pop Ewell announces the verdict.

'By the majority decision of this tribunal, we find Paul Avenal guilty of the murder of Micheal Gorgas in the first degree. This crime is a capital offence punishable by death by firing squad. The sentence is to be carried out immediately.'

Upon hearing the verdict, the surrounding colonists utter a sound that is full of shocked disbelief. Avenal's face turns white and limply he staggers back into the arms of the Tucson escorts. A lone voice in the crowd demands a re-trial, but it is ignored. Then another voice rings out, but this time it captures everyone's attention. It is Macy, the convoy's lookout, and he is screaming words that make your blood run cold.

'The Outlaws are attacking!'

Without further warning, two grenades explode simultaneously in the town square and the chatter of machine gunfire echoes along the empty side streets. Screams of panic mingle with the dull booms of more

explosions as the colonists rush to the vehicles to try to retrieve their weapons before it is too late. A burst of gunfire from a rooftop stitches a line of holes across the table and sends you, and the other judges, diving for cover. Suddenly everything is chaos; it's every man for himself. You grab your gun and scurry towards a garbage cart that lies overturned on the plaza. As you skid to a halt behind the cart, you find yourself face to face with Avenal, the man you have just sentenced to death. The confrontation is shocking, but it is the sight of the pistol that he is holding in his hand that really strikes terror in your heart.

With a determined look in his eyes he raises the gun towards your head.

'No! . . .' you scream, and you close your eyes as his finger snatches repeatedly at the trigger.

Turn to **282**.

== 122 ==

You fire a short burst and see the clansman shudder as a line of bullet holes appears across his chest. A second later he returns fire, but the impact of your slugs has diverted his aim and his bullet passes harmlessly over your shoulder. He staggers and falls. No sooner has his body hit the dirt than one of his screaming comrades leaps over him and dives straight at you with his hands outstretched. Before you can fire again, he grapples the machine pistol from your hands, then lunges forwards to fasten his steely fingers around your throat.

Blowback:

CLOSE COMBAT SKILL 16

ENDURANCE 28

Owing to the suddenness of the attack, you cannot make use of a close combat weapon until the second round of combat.

If you win the fight, turn to **311**.

== 123 ==

The crackle of the clansmen's gunfire fills your ears as their car speeds nearer and nearer. It holds to the centre of the road: clearly they intend to ram you out of their path.

'Make it count!' you cry, as you open fire. You feel your gun recoil and in the next instant you see their windshield crack and shatter.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 9 or less, turn to **194**.

If it is 10 or more, turn to **264**.

== 124 ==

The shock of being caught by your vehicle's lights soon gives way to suspicion, and then anger. One of the clansmen shakes his fist and shouts abuse at you. His partner tells him to forget it and get inside out

of the storm, but he ignores the advice and starts walking towards you.

Pick a number from the *Random Number Table*.

If the number you have picked is 0-4, turn to **317**.
If it is 5-9, turn to **266**.

== 125 ==

'It's no good,' you say, frustratedly. 'I can't see a thing, I s'pose we'll have to go down there and check it out the hard way.'

Rickenbacker agrees, then he radios the convoy to inform them of your decision and they request that you call in every five minutes. If you fail to call, they will assume you are in trouble and send a group to come to your rescue.

'Ten-four,' replies your partner. 'Over and out.'

Turn to **278**.

== 126 ==

Consciously you try to control your breathing, as you get ready to launch your attack. Then, the instant you are composed, you rise above the parapet and bring your gun to bear on the enemy group.

If the weapon you are using is a Pistol, turn to **18**.
If it is a Machine Pistol, turn to **70**.

If it is a Rifle, turn to **299**.
If it is a Shotgun, turn to **146**.

== 127 ==

You ease yourself out of the driving seat and take cover behind the trunk with Rickenbacker.

'You go left,' you whisper, 'and I'll go right. Circle him, OK?'

'OK,' comes your partner's terse reply, and then he moves off, using the scrub to cover his approach to the bridge.

You adopt the same tactic and close in on the bridge until you can see the man clearly. He is crouching close to the tent, his thin, bearded face twitching and awash with sweat. Then he catches sight of Rickenbacker and he panics, throwing down his shotgun and taking off across the bridge at a run. You chase after him and bring him down near the middle of the bridge with a tackle that would once have earned you a try-out with the L.A. Raiders. It slams him to the ground and empties the air from his lungs.

'Don't . . . hurt . . . me . . . ' he gasps. 'I'm not gonna hurt you, bud,' you reply, and pull him to his feet. As you are bringing him back across the bridge, Rickenbacker approaches from the scrub.

'OK, wise guy,' he says, pretending to be angry. 'Who are you and what are you doin' here?'

Turn to 100.

== 128 ==

As you struggle with your enemy, you hear a single shot and feel the strength draining from his hands. Suddenly he releases his grip on you altogether and a gurgling croak issues from his mouth. With some difficulty, you manage to push him aside and, as he rolls away into the base of the hollow, you see Kate nearby with a smoking revolver in her hand:

'I guess that makes us quits,' you say, referring to the time, only days before, when your successful search for Atropine saved her life.

'I guess so,' she replies, 'but who's counting?'

Shortly after, two more clansmen attempt to copy their actions, but end up exactly the same way - lying in a tangled heap on the railroad tracks. For a minute there is a lull in the fighting, then you spot a new threat taking shape.

Turn to 71.

== 129 ==

Nobody sees you leave Gila Bend. Hidden by the storm, you drive south, along Highway 85 towards the obscured peaks of the Saucedo Mountains. Occasionally the storm lets up long enough for you to make out a road sign, or the ruins of a motel, but

for the most part of an hour and a half you see nothing but swirling dust on the road ahead.

During your lonely drive you must take a Drink (or lose 3 ENDURANCE points) and eat a Meal (or lose 3 ENDURANCE points).

Turn to 32.

== 130 ==

After ten minutes of unproductive tinkering with the lock, you resign yourself to the fact that it could take you forever to open it this way. If you are to gain access to the lobby you will have to come up with another method of getting past these doors.

If you decide to shoot open the lock, turn to 90.
If you wish to try to barge open the doors, turn to 153.

If you possess an **HE Grenade**, and wish to use it to blow open the doors, turn to 107.

== 131 ==

As you bring the truck to a halt, Rickenbacker takes up his machine pistol in expectation of trouble. The clansman seems to be alone, and you notice that there is only one motorcycle parked beside the cabin from which he emerged. This cabin stands at the entrance to what was once a state-run campsite.

After a few seconds, the clansman's smile wears thin.

He takes up a pair of binoculars, which are hanging around his neck, and focuses them on your truck. With a start, he drops them, turns, and runs through the campsite entrance.

'He's seen us!' hisses Rickenbacker. 'Quick Cal, let's get him before he gets away.'

Hurriedly you put your foot down and drive through the entrance gate. Beyond lies a cluster of log cabins, grouped in a horseshoe formation around a central parking area. As you squeal to a halt, the clansman is nowhere to be seen. 'We've gotta find him . . . and quick!' says Rickenbacker, leaping from the passenger door. 'You search one side of the camp and I'll search the other.'

If you wish to search the cabins on the south side of the campsite, turn to **120**.

If you wish to search the cabins on the north side of the campsite, turn to **323**.

== 132 ==

Your burst of gunfire hits both of the riflemen, sending them tumbling over the edge of the parapet. The remaining clansman, whom you first saw seated next to the parapet, cowers on the ground like a frightened child as you rush across the roof. His hands have been tied behind his back and, as you bend to grab hold of his arms to pull him to his feet, he pleads for his life. 'Don't kill me, please don't kill me,' he cries. 'I'll help you; I can help you, if you'll just let me live.'

You shout an all clear to Rickenbacker in the street below, and, as you turn your face away, you see the headlights of the convoy vehicles as they enter the town.

Without untying his hands, you escort the clansman down slowly from the roof and retrace your steps along the alley that leads back to the main street.

Turn to **340**.

== 133 ==

The blond-haired thug has just placed one foot on the short flight of steps that ascends into the bus when you squeeze the trigger of your Beretta 92. It is a snap shot, for he is entering the bus quickly and you are afraid that he will disappear if you stop to steady your aim.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score is 10 or less, turn to **313**.

If your total score is 11 or more, turn to **192**.

== 134 ==

Bullets hit the ground in a line that follows that of your dive. In your desperation to avoid being hit, you misjudge your dive and smash your chin against the edge of the hollow. As you rebound from the collision, three of the clansman's bullets hit you in the chest and arm: lose 10 ENDURANCE points.

If you have survived this grievous wounding, turn to 229.

== 135 ==

'Let's get 'em before they get us,' you say, and drop back down into your seat.

Driving as slowly as you dare in order not to stir up any dust and give away your position, you steer your roadster towards a large clump of sagebrush and pinon, and cut the engine the moment it is hidden from view.

Silently the two of you take to the bushes and wait for the bikers to approach.

Pick a number from the Random Number Table.

If the number you have chosen is 0-3, turn to 93.

If the number is 4-9, turn to 303.

== 136 ==

Rickenbacker stands guard over the roadster while you walk back along the line of convoy vehicles looking for Mike Gorgas. Eventually you see him: he is sitting on the running board of his Mack truck, issuing specific instructions for the journey ahead to a ring of convoy drivers who have gathered around his vehicle. You wait until the circle of men have received their briefing, then you approach Mike and report what has happened to your brakes.

'This is real serious,' he says, casting an anxious glance at the convoy drivers as they make their way back to their vehicles. 'And it's not the first time something like this has happened.'

He tells you that yesterday, shortly after you and Rickenbacker had started the fires in Arizona City, there was an incident aboard the Amcorp Landcruiser - the convoy's largest passenger vehicle. A signal flare went off as the convoy reached the intersection with Interstate 8. It had been placed among some luggage that was strapped to the roof.

'Luckily your diversion was so effective that the flare wasn't seen by the Outlaws,' says Mike, 'but I'm beginning to smell a rat. Kate Norton goes down with food poisoning despite the fact that the food was triple-checked before we left Tucson, and now you discover that your brake cables have been cut. I think there's someone among us who doesn't want the colony to reach California. I don't know for sure who it is, but I've got my suspicions. I found this attached to the signal flare,' he says, and removes a small, soot-blackened box from his jacket. 'It's a radio detonator. It was used to set off the flare.' He slips the box back into his pocket and continues in a hushed voice. 'Keep your eyes open, Cal. Once we've put some mileage between us and the Outlaws, I'll get to the bottom of this, that's a promise, but for now, you keep what I've said to yourself, OK?' You nod in agreement and then make your way back to Rickenbacker and your roadster.

During your absence your partner has replaced the damaged brake lines and replenished the fluid level.

He asks you what Gorgas had to say about the fact that your brakes had been sabotaged, but you evade his question by saying that he was too busy briefing the other drivers for you to be able to speak to him. Understandably, Rickenbacker is more than a little concerned that the sabotage has gone unreported, but he decides, at least for the moment, not to take it any further.

The storm clouds over Gila Bend may have dispersed, but for you they have been replaced by darker clouds of doubt and suspicion.

Turn to 272.

== 137 ==

You are frozen in terror by the sight of the whirling metallic disc, and find yourself incapable of taking action to avoid being hit. With a loud crunch, the auto disc cuts its way through your windshield and buries itself deep in your chest: death is instantaneous.

Tragically, your journey and your life end here.

== 138 ==

A tough-faced clansman dressed in a patched, silver, air-con riding suit leads the charge, his muscular legs propelling him effortlessly up the gradient that leads away from the bridge. The moment he sees you crouching in the ditch, he levels his pistol and

attempts to shoot you before you can squeeze off your first round of fire.

If the weapon you are using is a Pistol, turn to 78.
If it is a Machine Pistol, turn to 122.
If it is a Rifle, turn to 193.
If it is Shotgun, turn to 268.

== 139 ==

Acting instinctively, you throw yourself out of the path of the falling machine and narrowly avoid being crushed to death when it slams into the floor and disintegrates.

You sustain cuts to your hands and knees when you land among the debris (lose 2 ENDURANCE points), but at least you emerge from the warehouse with your life, and the case of food, intact.

Still trembling with the shock of your close encounter, you take up your hard-won food and carry it back to your roadster.

Turn to 20.

== 140 ==

Illustration VII (overleaf)

Slowly you push open the door. The room beyond is dimly lit by the glow from the roadster's headlights, which filters in through an open window. The light is just enough for you to make out something moving



VII. Suddenly a howl splits the silence and the dark shape leaps up at your chest.

near to the ground. Suddenly a howl splits the silence and the dark shape leaps up at your chest.

Ravenous Coyote:
CLOSE COMBAT SKILL 14
ENDURANCE 19

Owing to the speed and surprise of the creature's attack, you are unable to evade it or to make use of a close combat weapon until the start of the third round of combat.

If you win the fight, turn to 202.

== 141 ==

The retreat is only a short reprieve in the concerted clan attack. Almost immediately, several more trucks packed with Detroit Lions and supported by groups of Chargers, come pouring through the gap in the barricade and deploy themselves on the freeway. Cutter appears on the slopes below. He is waving and calling for you to pull back along the freeway before it is too late. Opposite, your fellow defenders are taking the brunt of the attack, and you know that it will not be too long before some of that clan attention is transferred to your side of the freeway.

'We're outta here!' you cry, and lead your tiny group down the slope towards a gully where Cutter is waiting. Without looking back, you run with the others until you reach a ranger's lodge, partially hidden by pines, less than a mile from the freeway. There you stop to catch your breath and, as you look

around at the faces of your companions – Rickenbacker, Cutter, Kate, and Langdon – you wonder if this is all that now remains of the convoy's rear-guard.

Cutter looks at his wristwatch and says: 'It's 11.05. The convoy should have made it by now. I'm gonna try and contact them by radio.'

Turn to 15.

== 142 ==

You hear the smash of glass startlingly loud in your right ear, then feel a searing pain shoot through your head from temple to temple. A flash of white light explodes before your eyes and suddenly you feel yourself falling forward into an all-consuming darkness. One of the clansman's bullets has passed through the window and lodged itself in your brain: death is virtually instantaneous.

Sadly, your journey and your life end here in Stanfield, Arizona.

== 143 ==

You fire and hit the clansman in the upper chest. The force of the impact, at such close range, sends his gun flying out of his hands and spins him backwards to the ground. For a few moments his limbs move jerkily, then his whole body relaxes as if resigned to its fate.

Rickenbacker appears at the edge of the barbecue area, drawn by the sound of gunfire. His face is lined with worry until he sees that you are still standing.

Turn to 305.

== 144 ==

You wish Macy and Langdon good luck, then you watch as they drive off the freeway and make a wide detour around Red Rock. As soon as they are in position on the far side, you and Rickenbacker climb back into your roadster and drive slowly towards the town. You stop fifty yards short of the suspect clan car, check your weapons, then creep forward on foot to take a closer look.

While Rickenbacker acts as lookout, you search the interior of the abandoned vehicle. Apart from some discarded food wrappers, a damaged water canteen and a few items of clothing, the car is empty. You are walking to the rear of the car, intent on searching the trunk, when suddenly Rickenbacker shouts out in alarm: 'Look out! Over there's . . .'

His warning is lost in the sound of gunfire. The staccato hammering of a machine pistol splits the air and, in the brief moment in which you throw yourself to the ground instinctively, you catch sight of a shadowy figure firing at you from the doorway of a store across the street.

Pick a number from the Random Number Table and add to it your Perception and Stealth skill scores.

If your total score is 13 or less, turn to **298**.
If your total score is 14 or more, turn to **176**.

== 145 ==

Once the fire has been extinguished completely, you join the others in examining the charred remains for signs of what could have started the blaze. The stench of burnt food hangs heavily in the air, but it does not completely mask another smell: the oily aroma of gasoline. Nobody dares to say anything but you know that you are not alone in suspecting that this was no accidental fire.

Fortunately, the blaze was extinguished before it had caused major structural damage to the Landcruiser. The vehicle is still serviceable, although repairs will be needed before it can continue. As chief mechanic, Cutter examines the vehicle and estimates that the repairs will take at least four hours to complete. With sunset little more than three hours away, it is decided that the colony will camp here in Sentinel overnight, then continue west at first light.

For protection, the convoy vehicles are drawn up nose-to-tail in a wide circle that skirts around the town's main plaza. Those not involved with the repair of the Landcruiser are dispatched in groups to hunt for food, but very little is found among the dust-blown ruins of this derelict town. At dusk, after a sparse meal, the colony's senior members decide that it would be an opportune time to consider the fate of Rex Tyler. A large table and seven chairs are salvaged from a nearby furniture store, and set up in

the middle of the plaza where the trial is to be conducted. A discussion is held to determine the seven colonists who would be best suited, by virtue of their fairness and objectivity, to hear Rex Tyler's case and judge whether he is guilty or innocent of the murder of Mike Gorgas.

At length the names of the seven judges are determined by popular vote and the list is read aloud to the gathered colony. Pop Ewell, Cutter Jacks and Uncle Jonas are chosen from DC1, Bob Grant from Big Spring, and Alice Yardum and Patrick Ohlde from Tucson. None of these choices come as a surprise, for they are the six most senior and valued members of the colony. But the seventh choice does evoke some murmurs from the gathered colonists. The seventh judge is you.

Turn to **225**.



== 146 ==

The darkness makes it difficult to pinpoint the shadowy clansmen with any accuracy, so you trust to your skill with a shotgun and fire at the centre of the group.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 5 or less, turn to **205**.
If your total score is 6 or more, turn to **132**.

== 147 ==

Cutter tells you and Rickenbacker to follow him to the rear of the gas tanker. There, he connects the tanker's filler hose to the fuel discharge valve, then passes the nozzle of the hose to you. Together, you and Rickenbacker unwind it to its fullest extent, then signal to Cutter to open the valve. As the gasoline starts to gush from the nozzle, you and your partner walk along the line of parked vehicles and douse them liberally with fuel. Then, when the tanker is near empty, Cutter orders everyone to clear the area.

You run to join Kate. She is crouching in a hollow on the lower slopes of Round Mountain, close to the freeway. It is a good position, giving a clear view of the bridge and the railroad beneath it. You have just settled into the space beside her when the first of the clan scouts appears in the distance, at the exit from Devil's Canyon.

Turn to **290**.

== 148 ==

As your would-be killer falls to the floor, you call out to Rickenbacker to check if he is all right. 'No problem,' he replies. 'This punk ain't gonna mess with no one no more.'

A search of the clansmen's clothing reveals a collection of items, one of which -- a **Cigarette Lighter** crudely engraved with a skull-and-crossbones motif -- identifies them at Outlaws.

From the other items, you sift the following which might be of use to you on the journey ahead:

Compass

Flick Knife [2]

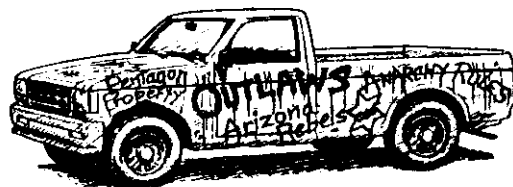
Meat Hook [2]

Pistol

Five rounds of 9mm ammunition

Having satisfied yourselves that there is nothing else of practical use at the rest stop, you get back into the roadster and recommence your drive to Gila Bend.

Turn to **13**.



== 149 ==

As you enter the pass and approach a section where a rocky outcrop overhangs the westbound lanes of the freeway, you notice a glint of sunlight reflecting off something perched on the peak of the outcrop. It occurs to you that it could just be a trick of the light,

but it could just as easily be a clan sniper lying in ambush!

If you wish to bring your roadster to a halt, turn to 96.

If you decide to continue through the pass without slowing, turn to 348.

== 150 ==

A few minutes later, you see Pete and Rex Tyler's tow truck leading the convoy into the Picacho campsite. Few have eaten since the provisions were destroyed by fire back at Sentinel, so it comes as no surprise to see the colonists rushing expectantly towards the restaurant cabin the instant their vehicles halt. For a moment you fear that you will be crushed in the stampede, but with the help of Cutter and a few of the Tucson men, the hungry crowd is held at bay and order is swiftly restored. Then Cutter and his helpers ensure that the parcels of food are distributed fairly among the hungry colonists, and everyone settles down to enjoy an impromptu feast. (Your share of the feast restores 2 ENDURANCE points.)

While everyone is eating, Pop Ewell attempts to call up the Californian army border post at Pine Valley, but still he is unable to make a clear radio contact. Maps are consulted and it is decided that an attempt should be made to reach the town of Glamis before nightfall. It lies only twenty-five miles due west, yet the rugged peaks of the Cargo Muchaco Mountains stand defiantly in your way. Although taking the colony and its vehicles over this range would be an

impossible task, the mountains are scored and divided by many gullies and dry watercourses, and there is a strong possibility that a route through to Glamis could be found. However, to scout the mountains could take days.

The problem seems insoluble until Rickenbacker suggests a novel solution to the dilemma.

Turn to 231.

== 151 ==

Nobody is very keen on the idea of having a clansman aboard, especially after the murder of Mike Gorgas and the clan attack at Sentinel, but most agree that having someone with a thorough knowledge of the area with you would raise your chances of survival considerably. Finally it is agreed to let Cookie stay with the colony, but on the condition that his hands remain tied and he is treated as a prisoner, not as a colonist.

The night is spent at Wellton, during which time you must take a Drink or lose 3 ENDURANCE points.

Early next morning, after you have fixed your front tyre, you and Rickenbacker set off in the roadster to scout the land around Yuma. What you discover there confirms Jaeger's story -- the city is held in force. The Pumas have looted the ruins of the Yuma Marine Corps Air Station, and they possess some heavy ordnance, among which are several pieces of light artillery. Cookie says that they have the shells for

these guns, and that they have all approach roads zeroed-in. To take the convoy anywhere within a three-mile radius of the city would be suicidal. However, you must get across the Colorado River if you are to reach your goal.

Eager to prove his worth, Cookie offers to show you a way to avoid Yuma and cross the Colorado without getting your feet wet. Reluctantly the colony agrees to give him a chance, and allows him to be untied.

Turn to 40.

== 152 ==

You wave farewell to Macy and Langdon as you accelerate away from Dateland and follow the weathered asphalt of Interstate 8 west towards the town of Mohawk. Nine miles have been clocked on your odometer when a bridge appears in the distance, and you slow down in order to check it on your map.

'That bridge must cross over the San Christobal Wash. Perhaps we'll get lucky and find there's some water still flowin' beneath it, eh?' you say, optimistically.

'I wouldn't get your hopes up too high, Cal,' replies Rickenbacker, squinting against the glare of the sun. 'A dried-up salt bed is all we're likely to find.'

As the bridge gradually looms larger, you see something that neither of you expected. A small,

makeshift tent, consisting of little more than two groundsheets roped together, has been pitched against the side of the bridge to make a shelter from the sun, and a lean, bearded man is moving about nearby.

If you wish to stop and observe the man, turn to 115.

If you wish to slow down and approach the bridge with caution, turn to 301.

== 153 ==

You walk back a few paces in order to get a run-up to the doors, then charge along the corridor and ram your shoulder against the centre. On the first attempt you rebound off the doors and find yourself lying flat on your back, staring up at a grimy light-fixture. The second try leaves you nursing a badly bruised shoulder - lose 2 ENDURANCE points. Finally, on the third attempt, the doors burst open and you stumble into the lobby beyond.

A close study of the hospital plan reveals the location of the medicine storage facility, which you commit to memory.

'Third right . . . second left . . . second right . . . ' you mumble as you set off in search of the vital Atropine you need to save Kate's life.

Turn to 337.

154

Illustration VIII

A few moments later, there is a terrific flash on the freeway as Mad Dog Michigan's speedster comes smashing through the burning barricade. The speedster is badly damaged in the collision, but it creates a gap through which two more Lions clan trucks come racing, close behind the lead vehicle. They stop in the centre of the freeway, and unload their passengers swiftly. The clansmen come racing up the slopes, on either side, with their guns blazing.

Rickenbacker appears and jumps into the hollow beside you and Kate. 'Now the fat's . . . in . . . the fire,' he says, labouring to catch his breath. 'Let's give 'em a welcome they won't forget in a hurry.'

As the first of the Lions draw near to the hollow, you take up your gun once more and prepare to greet them with a hail of lead.

If the weapon you are using is a Pistol, turn to **42**.

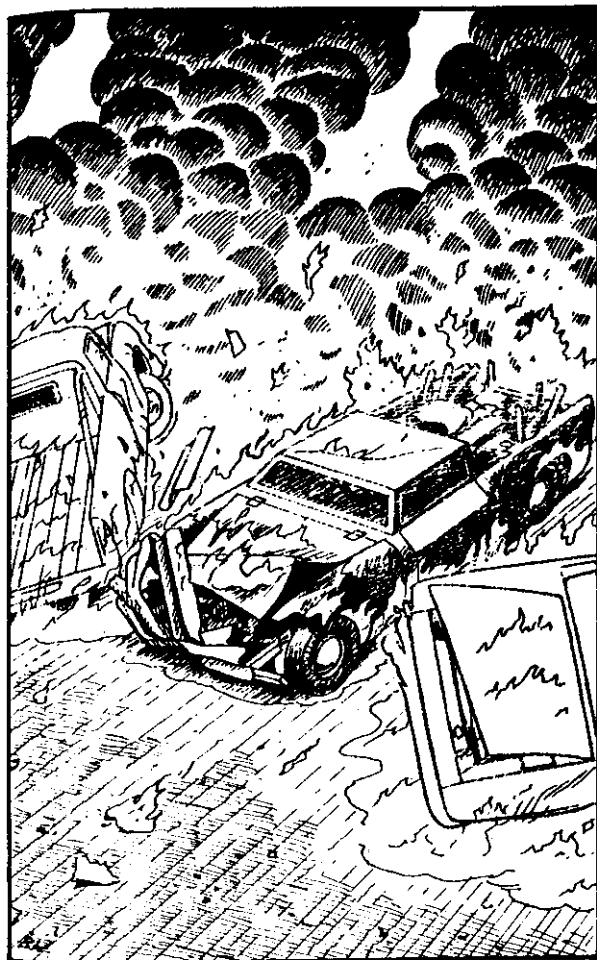
If the weapon you are using is a Machine Pistol, turn to **248**.

If the weapon you are using is a Rifle, turn to **267**.

If the weapon you are using is a Shotgun, turn to **302**.

155

Shortly after noon, the colony arrives in Eloy. With a mixture of pride and apprehension, you watch as Pecos Pete's tow truck leads the convoy of fifteen



VIII. There is a terrific flash on the freeway as Mad Dog Michigan's speedster comes smashing through the burning barricade.

vehicles along the main street, and brings them to a halt in a line outside the entrance to the town's municipal park. Kate waves at you from a window of the DC1 school bus and quickly you leave your roadster to meet her and the other colonists.

Aunt Betty-Ann offers you some excellent food, which she has prepared especially for the journey, and while you and Kate are enjoying an unexpected meal together, Mike Gorgas, leader of the Tucson contingent, climbs aboard the bus to speak with you. The colony have decided that the idea of creating a diversion to draw the Outlaws away from the freeway intersection is the best chance they have of reaching Interstate 8 intact. He wants you and Rickenbacker to set fires in the suburbs of Arizona City that are big enough to draw the clansmen away. Macy and Langdon will watch the clan encampment, and as soon as they are sure that the plan is working, they will fire a distress flare. That will be the convoy's signal to move. It will also be your signal to get out of Arizona City as fast as you can. As soon as you are away, you are to head for the town of Gila Bend and rejoin the convoy there around sunset.

After your meal, you say goodbye to Kate and try to assuage her fears by promising that you will take good care of yourself. The other members of the DC1 contingent wish you good luck, including your old friend Cutter Jacks, who wishes he could come with you. He assures you that, were it not for the bullet he caught in his arm when the convoy made the Slaughter Mountain run, you would have a hard job stopping him.

Having said your farewells, you return to your roadster to find Rickenbacker loading two large jerry cans into the truck. They are filled with the gasoline you will need to set the fires. You help him strap them down, then both of you climb into the roadster and set off for Arizona City.

Turn to 84.

== 156 ==

The clansman's bullets chase you as you dive to the ground, and punch a line of holes along the side of the truck. Several of the slugs penetrate a metal container full of industrial blasting powder, which is standing in the back. A spark, caused by a steel-jacketed bullet, ignites the powder with devastating effect. Suddenly there is a brilliant flash, and a deafening roar fills your ears as the truck and its contents are blown sky high.

When the dust and debris have finally settled, you drag yourself to your feet and survey the destruction. The clansman did not survive the blast: his body lies a few yards away, stiff and lifeless. Across the river you can see Rickenbacker and Cookie running towards the bridge after completing their part of the plan successfully. They are relieved to see you alive. You join them in the middle of the bridge and together you return to the pick-up to report that the way across the Gila River is now clear.

Turn to 200.

— 157 —

Rex Tyler raises his pistol and takes careful aim at Barlow's fleeing form. He fires and hits him, clipping his shoulder and making him stumble. However, this is the only bullet left in his pistol and he has no spare ammunition. You watch as the traitor, clutching his bleeding arm, reaches the waiting clan biker and climbs astride the pillion. As soon as he is aboard, the clansman winds back the throttle and the two of them disappear in a cloud of exhaust smoke along a side street bordering the plaza.

As the wounded traitor and his confederate disappear, Rickenbacker and Cutter come running across the plaza and take cover with you and Tyler behind the garbage cart. Quickly you recount what has happened here, and tell them how you are now absolutely convinced that Barlow was guilty. Understandably, Rex Tyler is more than a little upset that you ever suspected him in the first place.

'You're right,' says Cutter, 'Barlow must have been a clan infiltrator. I'd hazard a guess that this whole attack was staged t' get him out o' here.'

From behind the metal lip of the garbage cart you survey the battle that is raging around the plaza. Most of the colonists have now armed themselves and taken cover, and they are putting up a worthy fight in defence of the vehicles. The few clansmen you do see are either dead or attempting to escape from the town, now that they have achieved their objective. All of them, that is, apart from one. He is a blond-haired thug, dressed in a studded leather vest and striped

pants, who is busy hammering at the glass door panels of the DC1 school bus with the stock of his machine pistol. The sight of him senselessly attacking the door of the empty bus does not bother you unduly until you remember that there is one person still on board the bus – Kate – and your heart nearly stops with shock.

If you wish to open fire at the clansman before he gains entry to the bus, and are able to do so, turn to 270.

If you do not wish to open fire at the clansman, or are unable to do so, turn to 181.

— 158 —

There is no time to take aim: you must trust to your speed and gun skill to save you now!

Pick a number from the Random Number Table and add to it your Perception and Shooting skill scores.

If your total score is 10 or less, turn to 287.

If your total score is 11 or more, turn to 46.

— 159 —

Illustration IX (overleaf)

Confidently you push open the door, but the sight that greets your eyes as your light floods into the room horrifies you. Thousands of cockroaches cover every surface in the store room. They seethe and undulate like some grotesque, living carpet and, panicked by the sudden light that has intruded upon

their world, they come rushing towards the door like a torrent of brown water.

You turn to run but the tidal wave of insects engulfs your legs. Repulsively they crunch under your feet as you retreat into the corridor, hopelessly trying to beat them back. Then you slip and fall into the swarm, and before you can regain your feet, your face is covered by the loathsome tide and you feel yourself having to fight for air. You must stand up before the insect swarm suffocates you.

Cockroach Swarm:

CLOSE COMBAT SKILL 13 ENDURANCE 20

Resolve this combat in the normal way. Any ENDURANCE point losses you sustain are due to lack of air.

If you survive this encounter, turn to 349.

== 160 ==

As you approach Gila Bend you are greeted by a volley of shots that brings you skidding to a halt. Two men, both of whom you know to be Tucson colonists, emerge from the dust-choked darkness and come running towards you with machine pistols clenched in their hands. They stop in front of your roadster and are about to take aim at the windshield when one of them recognizes you.

'What in God's name you doin' boy?' shouts Frazer,

IX. Panicked by the sudden light that has intruded on their world, the cockroaches come rushing towards the door like a torrent of brown water.



the older of the two lookouts. 'You could o' got y'self killed.'

'Nobody told us you was out of the camp tonight,' says Avenal, his young sidekick. 'Where you been?'

Taking the tub of Atropine tablets from your jacket pocket you reply impatiently, 'One of the DC1 colonists is sick, and if she don't get this medicine soon she'll die. Now please let me through.'

Frazer lowers his gun and moves aside but Avenal remains where he is, his gun still levelled at your car. 'Ain't she that clan-girl - Kate Norton? I heard she an' Mad Dog Michigan were an item before you wasted his brother?' he says.

'You'd better watch that mouth o' yours, Avenal,' you retort, angered by his sneering comments. 'Now get outta my way. I'm in a hurry.'

'They say them clan-girls are really hot 'n' wild. Now I bet you'd know all 'bout that wouldn't you Phoenix?' he leers.

You try to restrain yourself but Avenal's ugly remarks are making your blood boil.

If you wish to get out of your roadster and teach him some manners, turn to 237.

If you wish to put your foot down and drive straight at him, turn to 35.

If you decide to suppress your temper and ask him once more to get out of your way, turn to 260.

== 161 ==

Your killing blow sends the clansman tumbling backwards out of the hollow. Then Kate looses off a burst of automatic fire from her machine pistol, deftly putting paid to his partner, who was attempting to claw his way back up the embankment.

Two more clansmen attempt to imitate their actions, but they end up exactly the same way - lying in a tangled heap on the railroad tracks. For a minute there is a lull in the fighting, then you spot a new threat taking shape.

Turn to 71.

== 162 ==

You dodge to avoid the gunfire and to present a difficult target for your adversaries, but in doing so you inadvertently run straight into a burst of automatic rifle fire. Sharp, stinging cores of pain explode in your chest and head, bringing you crashing to your knees.

Tragically, your journey and your life end here in Wellton, Arizona.

== 163 ==

Slowly the minutes tick by as you await the return of Macy and Langdon. Rickenbacker, an inveterate

poker player, suggests a card game to pass the time, but you decline his offer. You are too anxious about the surrounding landscape to run the risk of being caught off-guard.

It is almost an hour later when the Trans-sol reappears in the distance. Despite your fears, your two fellow scouts return safely to report that the pass is clear and the town of Eloy, fifteen miles beyond, is also deserted. They have managed to scout as far as the junction with Interstate 8, where they came upon a very different situation. At the intersection they saw a large group of Outlaws encamped in tents on either side of the freeway.

'The freeway's clear of barricades,' says Macy, 'but the Outlaws are armed to the teeth. The convoy'll be cut to ribbons if it tries to run that gauntlet.'

'Heck, what can we do?' you reply, uneasily. 'It's all mountain in these parts. The convoy'll never get across in one piece. They've just gotta use the freeway.'

'I know the news ain't good, but we was chewin' over the situation on the way back,' says Langdon, wiping a hand across his grizzled beard, 'and we think we've got a solution.'

Turn to 286.

== 164 ==

You are concentrating so hard on deciphering the

code that will open the vault's lock that you do not notice a group of clansmen appear in the corridor outside the storage facility. Alarmed by the open door, the lights, and the sound of you tampering with the lock, they are expecting to find an intruder when they come rushing in through the door, and they are not disappointed.

Caught off-guard, you raise your hands in surrender, but when the leading clansmen see that you are not an Outlaw, and that you are armed, they panic and immediately open fire. Pain explodes in your chest as a dozen bullets knock you backwards off your feet. For a moment you see a splash of bright colours, then they dissolve into darkness.

Sadly, your journey and your life end here in the medicine storage facility of the Casa Grande General Hospital.

== 165 ==

With one tyre shot out, you soon find yourself fighting with the steering wheel to keep the roadster progressing in a straight line. You have only just regained control when another burst of gunfire punches a line of frosted holes across your wind-shield, and a sharp, burning pain lances through your left arm: lose 4 ENDURANCE points.

The sudden pain of your wound makes you slacken your grip on the wheel, and at once the vehicle slews wildly across the main street. Amid a screech of tyres and buckled metal, you glance off an auto wreck and

come to an abrupt halt. Bullets whistle all around as you and Rickenbacker tumble out of your seats and seek cover behind the roadster's armour-plated side.

Turn to 318.

== 166 ==

The longer you listen to the humming, the more uneasy you feel about what might be causing it. The sound is uncannily like the sound of an insect swarm. Once, when you were seven years old and staying at summer camp in the Los Padres National Forest, you and some friends disturbed a nest full of hornets. You can still remember the pain of being stung by those angry insects vividly: it felt as though hot rivets were being driven into your flesh. To this day, that incident has left you wary of all flying insects and, rather than take the risk of disturbing another nest, you decide to leave the store and return to Rickenbacker.

Turn to 300.

== 167 ==

Beyond the door you discover an old locker room that served as a changing area and equipment store for the officers who were once stationed here. A quick search uncovers a **Solar Torch**, a Rifle, and eight rounds of 7.62mm ammunition.

If you wish to keep any of these items, remember to adjust your Action Chart accordingly.

To leave the ranger station and continue, turn to 19.

== 168 ==

Your weapon spins towards his chest and frantically Mad Dog raises his chainsaw in an attempt to bat it aside before it strikes him.

Pick a number from the Random Number Table and add to it your Field Craft skill score.

If your total score is 11 or less, turn to 21.

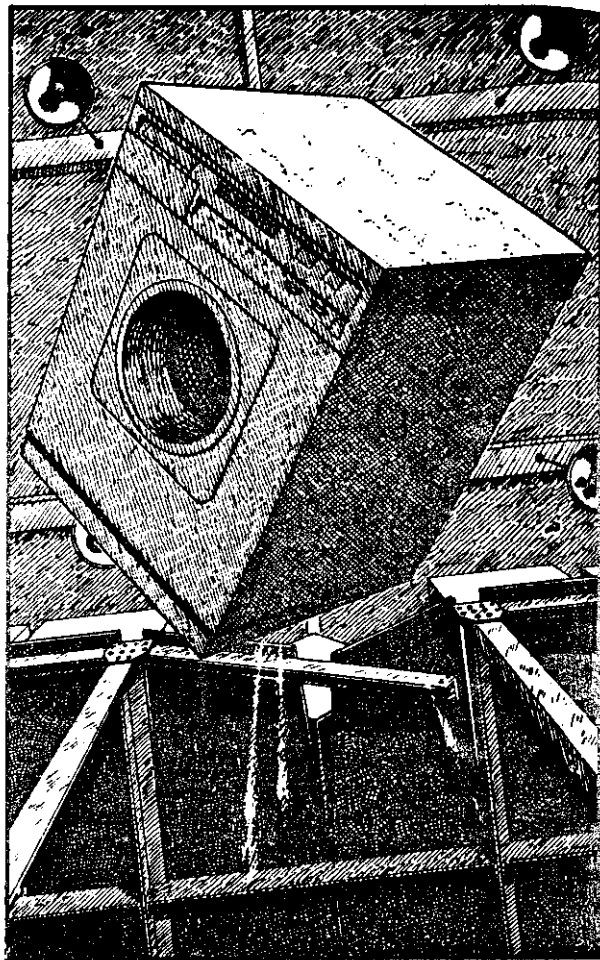
If your total score is 12 or more, turn to 8.

== 169 ==

Illustration X (overleaf)

You gain entry to the warehouse through an open side door. The lock that once secured this steel door looks like it has been smashed with a heavy implement, probably a sledgehammer, and consequently you do not hold high hopes of finding much of value inside. Once inside, your suspicions are confirmed. The warehouse has been thoroughly ransacked, and what little of worth that could not be taken away has been smashed or befouled.

After forty minutes of painstakingly sifting through the debris, you discover a case of dried soya protein wedged beneath a stack of dishwashers. The machines have fallen off a storage platform on the first floor of the warehouse, and now they form a lopsided pyramid atop the case.



- X. To your horror, you see the white flash of a washing machine as it comes tumbling towards your face.

You are carefully extracting the precious case of food from beneath the stack of shattered machines when suddenly you hear the sound of metal scraping against metal high above your head. You look up, and to your horror, you see the white flash of a washing machine as it comes tumbling towards your face.

Pick a number from the Random Number Table. Now add together your Stealth and Perception skill scores, and add their total to the number you have picked.

If your total score is 14 or less, turn to 297.

If your total score is 15 or more, turn to 139.

== 170 ==

You land on the broken roadway with your arms outstretched and your hands scrabbling to find something to cling to. An exposed steel rod falls beneath your grasp and you clasp it with bloodied fingers, while your feet swing wildly in the void. Dust and debris are falling on your head and shoulders, grazing your scalp and causing you to cough violently: lose 2 ENDURANCE points.

Stoically you hang on to the bending steel rod while Rickenbacker and the others come to your aid. They throw the end of a rope, which lands close to your right shoulder, and urge you to take hold of it so that they can pull you to safety.

Pick a number from the Random Number Table and add to it your current ENDURANCE points score.

If your total score is 24 or less, turn to 269.

If your total score is 25 or more, turn to 77.

== 171 ==

The firefight ends as rapidly as it began, and when the gunsmoke clears, you see that not one of the Lions' raiding party has survived the encounter. However, the battle has been costly for both sides. When you call for a name check among your group, you discover that neither Cleaver nor Zay survived the fight, and that your fellow convoy scout, Macy, has been badly wounded in the wrist and thigh.

Carefully you help Macy to climb the slope that leads back to the hollow, where Kate is waiting anxiously for you to return.

Turn to 207.

== 172 ==

Taking care that no one sees you leave Gila Bend, you drive east, retracing your way along Interstate 8 towards territory that you know is clan-held. Occasionally the storm lets up just long enough for you to make out the desolate landscape through which you are driving, but for the main part of an hour and a half you see nothing except a swirling wall of dust that obscures the road ahead.

During your lonely drive you must take a Drink (or lose 3 ENDURANCE points), and eat a Meal (or lose 3 ENDURANCE points).

Turn to 289.

== 173 ==

As the three Crazies approach the pick-up, you notice that their emaciated bodies are decorated with spidery tattoos and scars left by self-inflicted cuts. Like inquisitive children they gather around the truck, pulling and prodding at its rusty trim.

'What d' you guys want?' you say, firmly.

'Hey, we jus' wanna be friendly. Be friendly, guy . . . be friendly,' drools one of the men, rolling his eyes.

The woman laughs hysterically, then she sidles towards your door and smiles, revealing a row of broken teeth. 'Pretty . . . pretty . . .' she says, and reaches out to stroke your face. Rickenbacker is getting nervous, and out of the corner of your eye you see him fingering the grip of his machine pistol.

'Let's get outta here, Cal. These creeps are makin' my skin crawl.'

'OK,' you reply, and reach for the ignition. The woman watches your hand move, then she notices the Medi-kit pouch fixed to your belt and suddenly her mood changes.

'This guy's got candy!' she squeals, and at once the two men come rushing towards your door. Like beggars they hold out their hands, and in their faces you see a desperate and hungry expression.

'Give us some candy, guy,' they plead, pitifully.
'Candy'll ease our pain, guy. Give us some candy.'

If you wish to give these Crazies some of your Medi-kit units, turn to 265.

If you wish to restart the truck and get away from them as fast as you can, turn to 29.

== 174 ==

Expertly you bring the truck back under control and manage to avoid the damaged section of the road. Jaeger is impressed with the way you handled the situation and tells you so as you bring the truck safely to a halt beside the pump house. Then the two of you leave the cab and begin unloading the containers.

'I had to draw the water up by hand yesterday,' says Jaeger, nodding towards the bore-hole, 'cause I couldn't get the pump to work. I reckon it's OK - jus' needs some gasoline that's all. Maybe if we could syphon some fuel from the truck we could get its engine running. It'd save us a whole lotta hard work.'

If you possess some **Plastic Tube**, turn to 211.

If you do not possess this item, turn to 76.

== 175 ==

You take the gas grenade from your backpack and hold it close to your face in order to set its timer. Carefully you turn the plastic dial to the minimum time setting - four seconds - then you press the activator button and hurl the canister across the roof.

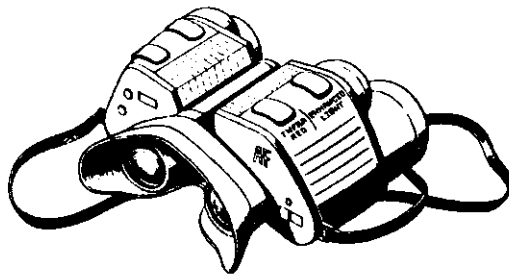
The grenade bounces against the parapet close to where the clansmen are kneeling, but then it drops into a rainwater gully and rolls away from them. There is a flash, then a stream of cream-coloured gas billows up from the gully. Your heart sinks when you see that this cloud is being driven towards you by a faint night breeze.

As it tumbles nearer, your throat tightens and your eyes begin to water. Then a wave of dizziness hits you and you reel backwards, your feet coming dangerously close to the edge of the fire-escape platform.

Pick a number from the Random Number Table and add to it your current ENDURANCE points score.

If your total score is now 24 or less, turn to 261.

If your total score is now 25 or more, turn to 5.



== 176 ==

Bullets slam into the ground close to where you lie, spattering your face with chips of sticky asphalt. Rickenbacker returns fire, buying you enough time

to roll back behind the cover of the clansmen's car. You have only just clambered to your knees when the chattering of his machine pistol stops in mid-burst, and you hear him cursing as frantically he struggles to extract a dud cartridge that has jammed in the breach.

Seconds later, the shadowy figure reappears in the doorway clutching a gun at hip level.

If you wish to open fire at this target, turn to 25.
If you choose not to open fire, turn to 334.

== 177 ==

You raise your gun and take careful aim at the fleeing clansman as he races up the dirt track that leads to the restaurant cabin.

Pick a number from the *Random Number Table* and add to it your Shooting skill score. If you are using a rifle, or a machine pistol, add 2 points to this total.

If your total score is 8 or less, turn to 222.
If your total score is 9 or more, turn to 345.

== 178 ==

Your gunfire shatters the lock and the doors swing open to grant you access to the lobby beyond. A study of the hospital plan reveals the exact location of the medicine storage facility, details of which you commit to memory.

Third right . . . second left . . . second right . . . you mumble as you set off in search of the vital Atropine you need to save Kate's life.

Turn to 337.

== 179 ==

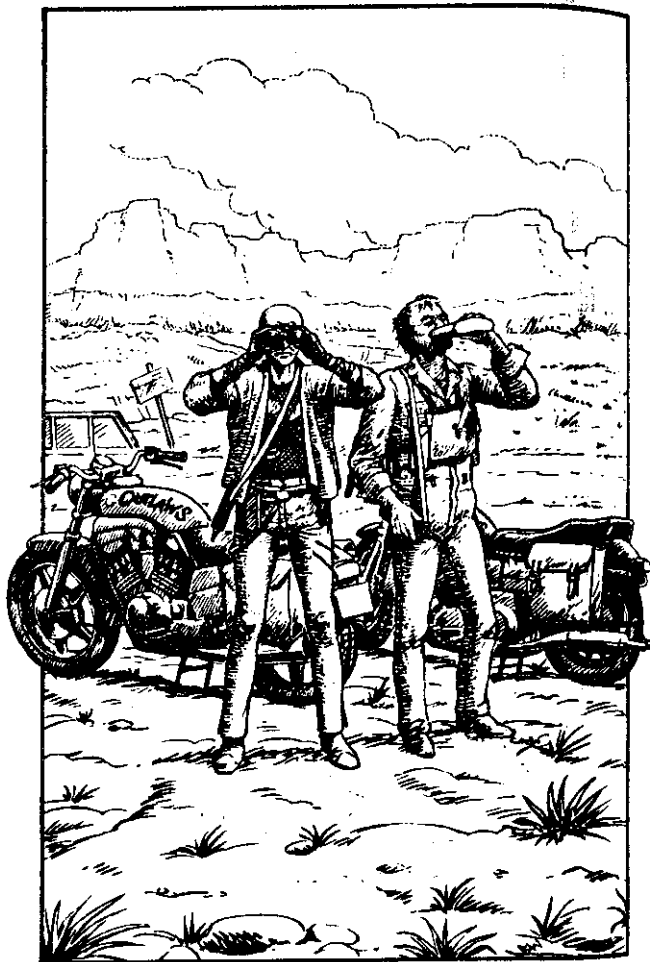
More than twenty colonists step forward and volunteer themselves in the defence of the convoy, even though they know that the action could cost them their lives. Among the volunteers, you see many familiar faces: Rickenbacker, Macy, Langdon, Avenal and the Tyler brothers are among them. Also, to your surprise, you see Kate. She is not completely recovered from her illness, but she is determined not to let that stop her. Suddenly you feel deeply ashamed, especially when you look at Kate. She returns your stare, and, although she does not speak, her look is enough to say it all. At once you realize that to continue to Pine Valley without her would be unbearable, so you swallow your fears and step forward to join her. As you stand by her side, you feel her warm hand touch yours and then squeeze it reassuringly.

Turn to 341.

== 180 ==

Illustration XI (overleaf)

The two Outlaws continue to ride towards the bridge, where they bring their machines to a halt. One of them, a thin-limbed punk with a shaved head, kneels



XI. One biker focuses a pair of binoculars on the barn while the other takes a long swig from a water canteen.

down to examine something on the ground. Then he stands, takes up a pair of binoculars slung around his neck, and focuses them on the barn. The other biker, who is dressed in a tattered blue denim boiler-suit takes a long swig from a water canteen that is strapped to his chest. They exchange words, then together they unshoulder their machine pistols and scurry into the brush.

'I think they know we're in here,' whispers Rickenbacker. 'I don't like it.'

'Keep a lookout here. I'll watch the doors,' you reply, and quietly move towards the front of the barn. Once there, you push the right-hand door slightly ajar to get a better view, but a suspicious shuffling noise makes you duck back; it is a reaction that saves your life. A sudden burst of automatic fire peppers the door, punching a dozen holes through the rotten timbers. In the next instant, the door is kicked open and in runs the shaven-headed clansman, his machine pistol poised to fire another burst. His eyes are slow to adjust to the gloomy interior, and he fails to see you standing behind the left-hand door. Instinctively you grab his gun and manage to wrestle it from his grasp, but he does not give it up easily. Tenaciously he fights back, knocking it from your hands as he launches his fight to the finish.

Pee-Wee:
CLOSE COMBAT SKILL 16
ENDURANCE 24

You are unable to evade combat and must fight the clansman to the death.

(continued over)

If you win the combat, turn to 242.

== 181 ==

The clansman reaches through one of the shattered door panels and fumbles for the lever that will release the lock. It takes him a few seconds but he finds it and the door springs open like a concertina. Quickly he disappears from sight, then you hear Kate scream as she catches sight of him. Her scream is soon echoed by another, one that you recognize immediately as Aunt Betty-Ann's.

At once you leap out from behind the garbage cart and run headlong towards the open door, oblivious to the bullets that are whistling past on all sides. As you reach the entrance, you almost throw yourself aboard the bus in your haste to prevent the clansman from harming the two women. As you regain your feet you see your aunt grappling with the thug in the centre aisle, her hands locked around the muzzle of his gun in a desperate attempt to prevent him from firing it. The gun goes off, stitching a circle of holes in the roof, and your aunt is knocked backwards as the barrel is torn from her grasp. Before he can bring his gun to bear on the two helpless women, you dive forward and drag the clansman crashing to the floor of the bus.

Fat Cat:
CLOSE COMBAT SKILL 16
ENDURANCE 24

Owing to the surprise of your attack, ignore any

ENDURANCE point losses that you sustain in the first round of combat.

If you win the combat, turn to 52.

== 182 ==

An ounce of lead shot hits the clansman in the chest, killing him instantly. The sight of his gross body tumbling backwards down the slope sends a shockwave through his confederates, and at once their attack falters. Encouraged by their sudden change of heart, you watch as they retreat towards their trucks, which are parked in the centre of the freeway.

Turn to 141.

== 183 ==

Macy and Langdon have taken up positions on either side of the freeway to watch for approaching clansmen. Macy welcomes your company, although you cannot help but feel that he thinks you are shirking your duty and should really be helping the others to clear a path through the pass.

Together you watch the surrounding landscape while the hard work progresses. During your vigil, you must take a Drink or lose 3 ENDURANCE points.

Turn to 213.

Rickenbacker returns to the campsite, and, as soon as Icarus has been taken apart and packed away, the convoy sets off towards the mountains. Guided by Rickenbacker's aerial notes, the two of you lead the line of colony vehicles through the sun-bleached mountains. It is a hot, dry and dusty journey, during which you must take a Drink or lose 3 ENDURANCE points.

It is early evening when you emerge from the final gully and see the shimmering surface of Highway 78 in the distance. Blistered road signs point to Glamis and effortlessly you follow the dust-blown highway west towards this little town, which lies at the southern edge of the Chocolate Mountains.

Cookie warns that you are entering territory controlled by a clan called the Chargers, who are based in the city of El Centro. Forewarned, the convoy halts on the highway, while you and Rickenbacker venture ahead to check that Glamis is safe to enter.

On a ridge overlooking the town, you stop to appraise the town's safety. It looks empty and deserted, but the gathering darkness makes it difficult to be absolutely sure.

If you possess a **Combat Viewer**, turn to 39.

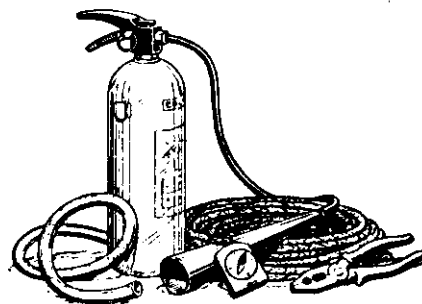
If you do not possess this item, turn to 125.

Driven by fear and desperation, you attack the

padlock and chains that are preventing your escape. Acrid fumes fill the room with a sickening stench that makes you dizzy and nauseous: lose 5 ENDURANCE points.

Finally your efforts are rewarded: the padlock breaks and the fire exit door bursts open. Amid billowing clouds of grey smoke, you stagger out on to a fire escape landing and unsteadily descend a rusty iron staircase to a parking lot below. As clean air fills your lungs your strength returns, enabling you to flee the area before a massive explosion destroys the warehouse completely.

Turn to 315.



Although your gunfire misses the clansman, it penetrates the side of the pick-up truck and tears a

hole in a metal container full of industrial blasting powder, which is standing in the back. A spark, created when the container is holed, ignites the powder with devastating effect. There is a jarring boom, then the truck erupts into a blazing fireball of orange and scarlet flame.

Turn to 347.

== 187 ==

With the tyre gone, you find yourself fighting with the steering wheel to keep the roadster progressing in a straight line. But you cannot correct the skid in time and the vehicle slews wildly across the main street. With a tremendous crash, it smashes into the front of a hardware store, hurling you and Rickenbacker out of your seats and into a tangle of shattered timbers and splintered glass.

Stunned and bleeding, you drag yourself to your feet and stumble towards your partner's body. You try to reach out to him but your arms, both broken at the elbows, refuse to obey your commands. Then, in the midst of the carnage, you hear a gruff voice cursing and you turn to face it. A clansman stands silhouetted in the twilight street, his features obscured by shadows. There is a pinpoint flash from his hand: it is the last thing you see before you are enveloped by a darkness that is timeless and total.

Tragically, your adventure and your life ends here in Wellton.

== 188 ==

Glancing at the ground ahead, you notice that it is covered with a fine layer of dust. Your own feet leave noticeable tracks in this dust, yet there are no footprints across the playground or leading to the hut.

Certain that he is not hiding there, you turn to look elsewhere for clues to his whereabouts. Then, as you move away from the playground, a burst of automatic gunfire rings out from the other side of the site.

'Rickenbacker's found him,' you whisper to yourself, and run back towards the parking lot.

Turn to 259.

== 189 ==

You stamp your foot to the floor and the car lurches forward. Frozen with shock, the clansmen remain where they stand in the middle of the street. You grit your teeth and wait for the impact. There is a violent jolt as they are hit by the roadster's armoured front fender, and you glimpse their bodies tumbling over the hood and into the darkness behind you.

Turn to 53.

== 190 ==

Your light illuminates the dingy corridors and enables you to follow the signs with ease. At length

you reach the medicine storage facility and your hopes of finding some Atropine and saving Kate's life begin to rise.

Pick a number from the *Random Number Table*. Add to it your Perception skill score and your current ENDURANCE points total.

If the combined total is 26 or less, turn to **159**.

If the combined total is 27 or more, turn to **291**.

== 191 ==

Your gunfire hits the clansman squarely in the chest, sending him crashing backwards down the embankment. Kate looses off a burst of automatic fire from her machine pistol, deftly putting paid to his partner.

Two more clansmen attempt to copy their actions, but end up exactly the same way – lying in a tangled heap on the railroad tracks. For a minute there is a lull in the fighting, then you spot a new threat taking shape.

Turn to 71.

== 192 ==

The clansman groans as your snap shot hits him between the shoulder blades. For a moment he shudders, then he arches his back and falls from the doorway to land in a heap at the bottom of the steps.

At once you leap out from behind the garbage cart and run to the bus to check that Kate is all right. Inside you discover both her and your Aunt Betty-Ann sheltering behind the rear seats. They are shaken but appear otherwise unharmed.

You have only just helped them to their feet when Rickenbacker appears at the doorway. 'C'mon Cal, we've gotta get back to the roadster. Macy reports more Outlaws at the edge of town. We've got to lead the convoy outta here.'

Kate and Aunt Betty-Ann say they are all right, and urge you to do as your partner says. The colonists are beginning to return to their vehicles and, as you follow Rickenbacker across the plaza towards your roadster, it worries you to note that several of them are nursing wounds.

Once you are back behind the wheel, you signal to Cutter and the others to follow your lead and then power your car out of Sentinel, along Interstate 8.

Turn to 9.

== 193 ==

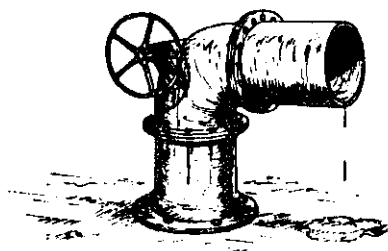
You fire your rifle and see the clansman lifted off his feet by the shock of being struck by a high-velocity bullet at such short range. Yet no sooner has his body hit the ground than one of his comrades leaps over him and dives straight at you with his hands outstretched. Before you can work another round into the breach and fire again, he grapples the rifle from

your hands, then lunges forwards to fasten his **steely** fingers around your throat.

Dumper:
CLOSE COMBAT SKILL 14
ENDURANCE 27

Owing to the suddenness of the attack, you **cannot** make use of a close combat weapon until the **second** round of combat.

If you win the fight, turn to 311.



== 194 ==

Your gunfire causes the driver to slam on the **brakes** and send his car into a violent skid. His eyes and mouth open wide with horror as desperately he fights to regain control, but already it is too late. The vehicle begins to spin and its tyres to screech like banshees as it comes whirling towards your roadster.

'Look out!' screams Rickenbacker, as he dives to avoid the oncoming car. Collision is but seconds away as frantically you try to scramble out of its path.

Pick a number from the Random Number Table and add to it your Stealth skill score.

If your total score is 8 or less, turn to 38.

If it is 9 or more, turn to 257.

== 195 ==

You bring your roadster to a halt at the front of the convoy and Rickenbacker helps you replenish the fuel tank with gasolene drawn from the DC1 tanker. Once the refuelling is complete, the two of you carry out a routine inspection while the other convoy vehicles are being refuelled for the journey ahead. After last night's excursion, you are keen to make sure that your vehicle is still roadworthy.

Everything seems to be in good order until Rickenbacker notices wet patches of fluid pooled on the ground on the inside of the front wheels. Closer inspection reveals it to be brake fluid, which is seeping from severed brake lines. The damage is not accidental: the brake lines have been snipped with wire cutters. Someone has attempted deliberately to sabotage your vehicle.

If you wish to report this damage to Mike Gorgas, the convoy leader, turn to 136.

If you decide to repair the damage and say nothing more about it, turn to 272.

== 196 ==

The gunfire grows louder as you climb cautiously towards the parapet. Once you are in position, you peep over the edge to see three clansmen on the far side. Two are firing at the street below, and the third is sitting on the ground with his back to the parapet. They all appear to be oblivious of your presence.

If you possess a **HE Grenade**, and wish to use it, turn to **239**.

If you possess a **Tear Gas Grenade**, and wish to use it, turn to **175**.

If you have a missile weapon, and wish to use it, turn to **128**.

If you have none of these items, or do not wish to make use of them, turn to **89**.

== 197 ==

The grenade explodes with a deafening roar, and you are lifted off the ground and hurled bodily through the air by the force of the blast. Sharp, stinging cores of pain lance through your limbs and body, and fearfully you clasp your hands to your midriff as you come crashing to the ground. Warm blood oozes between your fingers, but although you are incapable of moving, you no longer feel pain. A great stillness descends on you as you prepare to meet your maker.

Tragically, your journey and your life come to an end here at Picacho, California.

== 198 ==

Before it reaches the administration offices, the corridor passes through a reception lobby. A pair of heavy doors, inset with circular windows, separates the corridor from this lobby. Peering through the windows, you can see a detailed floorplan of the hospital hanging behind the reception counter. This must show where the medicine storage facility is located but, to your frustration, you cannot reach it: both the doors are locked.

If you wish to try to barge open the doors to gain access to the lobby, turn to **153**.

If you wish to try to pick the lock that secures the doors, turn to **22**.

If you choose to shoot open the lock, turn to **90**.

If you possess a **HE Grenade**, and wish to use it to blow open the doors, turn to **107**.

== 199 ==

Your rifle shot hits the clansman in the chest and passes through his heart, killing him instantly. The sight of his body tumbling backwards down the slope sends a shockwave through his confederates, and at once their attack falters. Encouraged by their sudden change of heart, you watch as they retreat towards their trucks, which are parked in the centre of the freeway.

Turn to **141**.

While you are waiting for the convoy to arrive, you busy yourselves by putting out the flames that are feeding on the wreckage of the clan truck: the oily smoke could attract unwanted attention. Shortly after the fire has been extinguished, the convoy arrives and several of the colonists help with the burial of the clansmen and the removal of the smouldering wreckage to somewhere less exposed. Everyone is aware of the need for increased vigilance after your encounter with the Puma bridge patrol. Sooner or later the Yuma clan base will notice their disappearance and send more scouts to investigate.

Once the clean-up is complete, Cookie is transferred to the Landcruiser and you take delivery of your roadster from Rex Tyler, who has driven it the short distance from Ligurta. Then, with your partner, Rickenbacker, you take up your familiar position at the front of the convoy and head off along the dirt road. Soon you reach the firmer surface of Highway 95 and follow it north, across a flat and featureless desert that was once the Yuma Proving Ground. A sign appears in the distance, just a dot on the horizon at first, but gradually growing larger until you can make out the directions painted on its sun-blistered surface:

LAGUNA & IMPERIAL RESERVOIRS 7 MILES

You follow the sign, taking the smaller road that branches away to the west. The name 'Laguna' stirs memories of your childhood before 'the Day', for it

was at Laguna Beach, California, that you were born and raised. You are still thinking about your old home, wondering if it is still the same, when the reservoir and dam appear in the distance. The two features make an impressive sight, enhanced by the rugged backdrop of the Cargo Muchacho Mountains and the knowledge that the land on the other side of the reservoir is California state territory.

You bring the convoy to a halt at a point overlooking the wide service road that runs across the top of the dam. Cutter goes forward to check its cracked surface and after walking its entire length, returns to declare that it is passable.

You must now take a Drink or lose 3 ENDURANCE points.

Turn to 48.

You slam on the brakes and spin the driving wheel hard over to the left to bring your roadster around in a screeching 180-degree turn. Your quick thinking and skilled driving save you from crashing into the wall of rock, but they do not screen you from the rain of boulders that are smashing on to the highway. One of these rocks hits the top of the roadster's trunk and explodes, sending slivers of stone in all directions. A stone splinter hits you and opens a deep cut across the back of your scalp: lose 3 ENDURANCE points.

Gritting your teeth against the stinging pain of your wound, you put your foot down and speed away from the rockfall before you are hit again.

Turn to 112.

== 202 ==

Still trembling with the shock of your encounter, you step over the dead coyote and peer into the room, only to discover that it is filled with dusty orthopaedic apparatus. This is not the medicine storage facility.

Turn to 306.

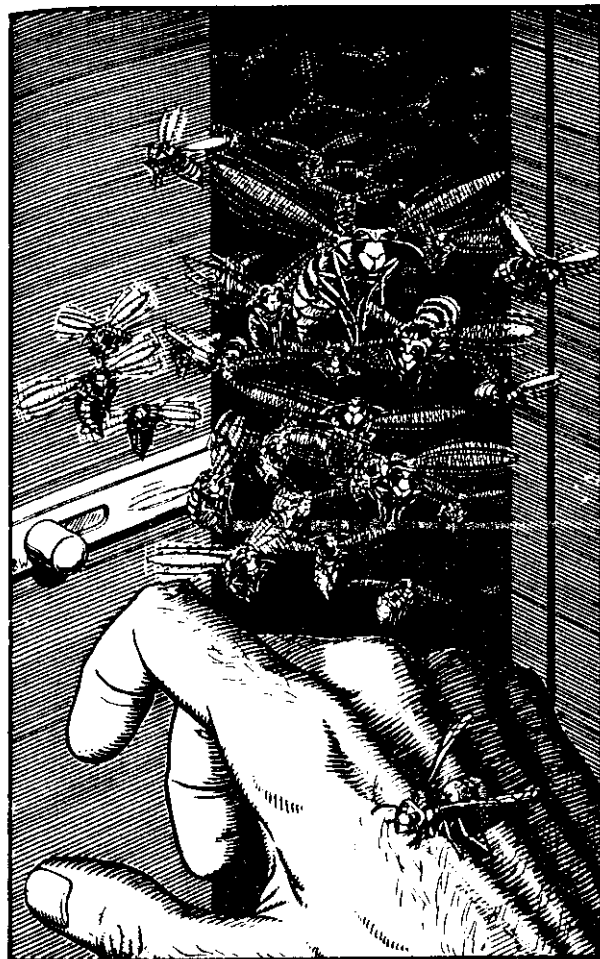
== 203 ==

Illustration XII

Fascinated by the sound, but wary of what you may find beyond the door, you draw the bolt carefully and push open the door just a few inches. What was once a gentle humming becomes a loud buzzing drone as a swarm of angry hornets comes pouring out of the darkened storeroom.

Quickly you snatch up a piece of wood lying on the floor and use it to bat away the swirling cloud of yellow-banded insects, as desperately you retreat towards the front door.

Hornet swarm:
CLOSE COMBAT SKILL 17
ENDURANCE 10



XII. The gentle humming becomes a loud buzzing drone as a swarm of angry hornets comes pouring out of the darkened storeroom.

If you survive this encounter, turn to 11.

== 204 ==

On your return to Aztec, you find that Cutter's crew of mechanics have repaired the damaged vehicles and that the convoy is ready to leave. The appearance of a new face causes a stir, especially when the news breaks that Yuma is a clan base. Jaeger is questioned at length and reveals one piece of information that is of special interest to Pop Ewell. He knows the exact radio frequency used by the Californians at their Pine Valley outpost. Pop tries to make contact with them, but the signal is too weak to make any sense of their reply.

As you are handing over the food that was found during your scouting mission, Cutter voices the colony's fears about what has become your most pressing problem - water. In the fierce, daytime heat, there are many, especially the children and the wounded, who have already begun to suffer severe dehydration. During your absence, a small group led by Avenal was sent to the Gila River to try to fill the spare water containers. However, they found what little there remained of the river water was so polluted that not even a ten-fold dosage of purification tablets could neutralize all the toxins. One Tucson colonist, crazy with thirst, drank some and died an agonized death.

Cutter and the other convoy leaders are gravely worried. Morale within the colony is at an all-time low, and unless a new water supply is found quickly, discipline is likely to collapse with disastrous con-

sequences. It comes, therefore, as a welcome surprise when Jaeger provides, quite off-handedly, a solution to the problem.

Turn to 62.

== 205 ==

Your gunfire knocks one of the group to the ground, but an empty shell case has become jammed in the breach of your gun, preventing you from firing a second burst. Shouldering your gun, you draw a close combat weapon and jump on to the roof. As you move swiftly towards the group, the clansman, who is sitting with his back to the parapet, sees you approaching. A wave of fear knots your stomach as you wait expectantly for him to shout out in alarm. However, to your surprise, he does nothing to alert his companions.

Instinct prompts you to act quickly in case he has a change of heart. You rush forward and lunge at the throat of the remaining rifleman. He dodges your blow, but in doing so drops his rifle over the edge of the parapet. Before he has a chance to draw a knife, you press home your advantage and attack again.

Cape Cod:

CLOSE COMBAT SKILL 15

ENDURANCE 23

Owing to the surprise of your attack, ignore any ENDURANCE point losses that you sustain during the first round of combat.

If you win the fight, turn to **210**.

== 206 ==

You press the switches and the fluorescent lights flash and flicker as electricity surges through them for the first time in over eight years. Only one of the tubes stays lit, but its ghostly light is sufficient for you to see the radiographic equipment that fills the room. Much of it you do not recognize, but there are two items that could be of some practical use:

Geiger Counter Lead-lined Apron

If you choose to keep either (or both) of these items, remember to record it on your *Action Chart*.

To leave the X-ray department and continue, turn to **41**.

== 207 ==

When eventually you get back to the hollow over-looking the freeway, you find that your fellow defenders are coming under increasingly heavy fire. Kate is uninjured, but she is almost out of ammunition.

Through the fire and smoke, you glimpse Mad Dog Michigan directing his men. A dozen of his scouts are busy working on his speedster, roping and wedging a section of crash barrier to the front of the

battered vehicle. The barricade of fire is beginning to wane, and at once you realize Mad Dog's intention: he is going to try to ram his way through the line of burning trucks!

If you possess a Rifle, turn to **36**.

If you do not possess this weapon, turn to **154**.

== 208 ==

The harsh hammering of the clansman's machine pistol fills your ears and you feel something sharp punch you repeatedly in the stomach. Fearfully clasp- ing a hand to your midriff, you feel warm blood oozing between your fingers, and yet you feel no pain. Aware that you have been shot, and that the shock of your wound is numbing your senses, you turn and attempt to run from this nightmare.

You have taken only one step when a brief wave of pain drags you to your knees. You fall forwards and hit the ground face-first, but still you feel nothing, save the creeping numbness that eventually robs you of the will to go on breathing.

Tragically, your journey and your life end here at Picacho.

== 209 ==

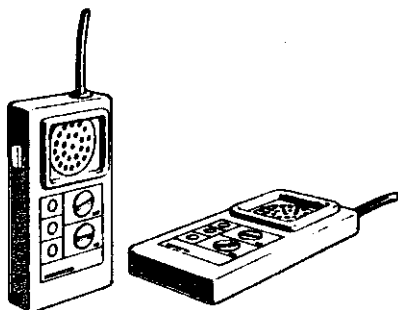
You bring your G-12 up to shoulder height and track your running target along the barrel. The moment he

crosses your sights, you squeeze off a burst of fire aimed at waist level. Empty shell cases stream out of the breach and, for a brief moment, you lose sight of your target as the muzzle of your machine pistol climbs with the recoil.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 7 or less, turn to **94**.

If your total score is 8 or more, turn to **37**.



== **210** ==

The remaining clansman, whom you first saw seated next to the parapet, cowers on the ground like a frightened child. His hands are tied behind his back and, as you bend to grab hold of his arms and pull him to his feet, he pleads for his life. 'Don't kill me, please don't kill me,' he cries. 'I'll help you, if you'll just let me live.'

You shout an all clear to Rickenbacker in the street below, and as you turn your face away, you see the headlights of the convoy vehicles as they enter the town.

Without untying his hands, you escort the clansman down slowly from the roof and retrace your steps along the alley to the main street.

Turn to **340**.

== **211** ==

Using the tube, you syphon a couple of gallons from the truck and transfer it to a fuel tank inside the pump house. Then, using the truck's battery, you manage to get the engine started. Anxiously the two of you fix your eyes on the cracked glass face of its water gauge, as the noisy old pump arm creaks into action. At first nothing happens, then, as the air that is trapped in the bore is forced out and the pressure rises, the needle creeps slowly around the face of the dial.

Outside, Jaeger locates and opens the valve of the outlet pipe, which looks like a huge faucet, and out pours a coughing stream of crystal-clear water. With a triumphant yell, the two of you rush to the pipe and take turns lying on the ground beneath it until you are completely soaked to the skin. The water is cool and refreshingly pure -- restore 3 ENDURANCE points.

In less than twenty minutes you have drawn the sixty

gallons you require and loaded the heavy containers on to the back of the pick-up. (If you wish, you may take this opportunity to refill your water canteen.)

Turn to 243.

== 212 ==

You reach the truck unseen and place your grenade beneath the dashboard, directly below the radio transceiver unit. Having already set the timer to one minute, you pull the pin and make your way swiftly to the ditch where Rickenbacker has taken cover. The grenade explodes with a violent roar, spewing flame and twisted metal in all directions. At once the clansmen leap to their feet, shouting hysterically as they come running towards the blazing wreckage that was once their means of transport. You grit your teeth and get ready to open fire.

Turn to 138.

== 213 ==

It takes a little over an hour to clear a path through the landslide. After an inspection, Cutter pronounces that the pass is once again passable, and he urges everyone to hurry back to their vehicles and get ready to press on without delay.

You lead the procession of vehicles successfully across the cleared ground and through the pass beyond. Then, as you emerge on the far side of the

pass, you see Cutter signalling to you to stop. The convoy halts for a few minutes to allow him to go back and plant some grenades beneath one of the remaining outcrops. He sets the timers, allowing himself enough time to return to the convoy. Patiently you wait for the grenades to detonate. When they explode, they bring down a mass of rock that seals off the pass behind the convoy.

'That should delay the Outlaws for a while,' he says, and almost cheerfully returns to take his place behind the wheel of DC1's school bus.

It is mid-afternoon by the time you lead the convoy into the ruins of Sentinel. The town is deserted, and you are about to drive through without stopping when you see something in your rear-view mirror that makes you slam on the brakes. Fire is billowing out of the Landcruiser's luggage store, which is situated directly beneath the floor of the passenger compartment and adjacent to the fuel tanks. The driver and the passengers seem unaware of the danger they are in — until you bring the convoy to a halt and run back to warn them.

'Fire!' you shout, as you race along the line of vehicles towards the stricken bus. Suddenly the colonists aboard the Landcruiser realize what is wrong and frantically they leap out of the burning vehicle, through windows and doors, to avoid the rising flames.

If you possess a **Fire Extinguisher**, turn to 118.

If you do not possess this item, turn to 244.

== 214 ==

The staccato rattle of the clansman's machine pistol fills your ears as you dive and roll for cover behind the lip of the hollow.

Pick a number from the *Random Number Table*. Add to this number your Stealth skill score, and your current ENDURANCE points score.

If your total score is 22 or less, turn to **134**.

If your total score is 23 or more, turn to **66**.

== 215 ==

As you approach the crumpled bodies, you hear the growl of a powerful car engine and turn to see the grey Trans-sol approaching from the freeway exit. You wave to show Macy and Langdon that you are both OK, and they return a thumbs-up as they halt outside the bank.

'These jokers were clan members, but how do we know they're Shiloh's men?' you ask, pointing at the lifeless bodies.

'They're Outlaws all right,' says Macy, motioning to the clanmen's car. 'That skull-'n'-crossbones scrawled on the driver's door is their mark, sure 'nough.'

While the others dispose of the bodies, you take the opportunity to search the drugstore. You are curious to know what it was that the clansmen were looking for, and it does not take long to find out. A large card-

board container lies on its side near the door, dropped there no doubt when you and Rickenbacker made your unexpected appearance. Spilled out across the floor are bottles of painkillers and stimulants, and syringes that the clansmen have looted from the drugstore's safe.

You sift through the contents and quickly scan the store's shelves for useful items. Your search uncovers enough medical supplies for four Medi-kit units. When you return to the others, they offer you the remainder of the items that were found on the clansmen's bodies:

Shotgun

Knife [2]

Two rounds of 12-gauge ammunition

If you choose to keep any of these items, remember to adjust your *Action Chart* accordingly.

To continue, turn to **104**.

== 216 ==

Once the convoy has left the Crazies far behind, it builds up a steady speed of forty miles per hour and maintains this as it approaches the outskirts of El Centro. Rickenbacker has punched out the shattered remains of your truck's windshield, and a rush of cooling air fills the cab. Although this feels good, the thick dust that is being churned up by the wheels of the vehicles in front of you soon causes you problems.

Unless you possess a **Leather Face Mask**, you must lose 2 ENDURANCE points due to dust inhalation.

Turn to 97.

== 217 ==

Avenal turns and fires a snap shot at Barlow's fleeing form. Unfortunately, there is only one bullet left in his pistol and it misses by a wide mark. You watch as the traitor reaches the waiting clan biker, climbs nimbly astride the pillion and is whisked away along a side street bordering the plaza.

As the traitor and his confederate disappear, Rickenbacker and Cutter come running across the plaza and take cover with you and Avenal behind the garbage cart. Quickly you tell them that Barlow has escaped and that you are now absolutely convinced that he was guilty. Understandably, this remark provokes a less than charitable reaction from Avenal.

'You're right,' says Cutter. 'He must have been a clan infiltrator. I'd hazard a guess that this whole attack was staged t' get him out o' here.'

From behind the metal lip of the garbage cart you survey the battle that is raging around the plaza. Most of the colonists have now armed themselves and taken cover, and they are putting up a worthy defence of the vehicles. The few clansmen you do see are either dead or attempting to escape from the town now that they have achieved their objective. All of them, that is, apart from one. He is a blond-haired

thug, dressed in a studded leather vest and striped pants, who is busy hammering at the glass door panels of the DC1 school bus with the stock of his machine pistol. The sight of him senselessly attacking the door of the empty bus does not bother you unduly until you remember that there is one person still on board the bus – Kate – and your heart nearly stops with shock.

If you wish to open fire at the clansman before he gains entry to the bus, and are able to do so, turn to 270.

If you do not wish to open fire at the clansman, or are unable to do so, turn to 181.

== 218 ==

As soon as you reach a position that offers a clear view of the bridge, you signal to the others and wait for them to approach. Cookie and Rickenbacker play out their parts to perfection, and everything goes as planned until one of the six clansmen breaks away from the main group and runs back across the bridge. He is heading for the truck.

If you possess a missile weapon and sufficient ammunition for one round of fire, turn to 34.

If you do not, turn to 119.

== 219 ==

Above the engine noise you hear the loud, metallic whine of a ricochet as one of the clansman's bullets

glances off the reinforced plate that protects your door. He continues firing, emptying his pistol at your roadster as you speed away, but you are soon swallowed up by the storm and none of his other bullets finds its mark.

Turn to 53.

== 220 ==

Few words are exchanged as Rickenbacker, Kate, yourself and six Tucson men climb into your pickup truck and follow behind the gas tanker as it leaves the Desert View Tower. Three other vehicles follow you in line, each with its compliment of stern-faced defenders pledged to holding off Mad Dog Michigan for as long as it takes the convoy to reach Pine Valley. You sense that, like you, the others are trying hard not to think about the outcome of losing the impending battle, for deep down they know that, at best, only a few of you can expect to survive.

Ten uncomfortable minutes pass before Rickenbacker's transceiver crackles into life. It is Cutter calling all vehicles: *'Bridge ahead. Get ready to deploy your vehicles and take cover. Follow my lead. Out.'*

Then you see the parapets of the railroad bridge in the distance, and a sick feeling rises in your stomach. The tanker starts to brake, then it turns towards the gap in the central crash barriers where Cutter brings it shuddering to a halt. You copy his manoeuvre, as

do the vehicles following, and together you park in a line, nose to tail, across all ten lanes of Interstate 8.

Turn to 241.

== 221 ==

'The convoy'll be here in less than five minutes,' says Rickenbacker, as he cocks his machine pistol. 'Let's see what we can do to make their welcome a little more friendly, shall we?'

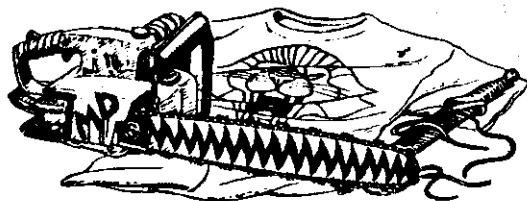
With that he rises from his knees and empties an entire magazine at the clansmen's position. While he is firing, you chance a glance over the wing of the roadster and see an alley directly opposite. It runs beside the cinema on which the clansmen are positioned. A black perspex awning covers most of its length, hiding it from view from anyone positioned on the surrounding rooftops.

When you look back, Rickenbacker is busy reloading. You tap his arm and point to the alley, saying, 'I'm goin' t' try an' get around the back. Cover me.'

He grunts approvingly. The moment he reopens fire, you break cover and sprint towards the alley as fast as your legs and your lungs will allow. You are ten yards from its welcoming darkness when bullets start to thud into the ground around your feet.

Pick a number from the Random Number Table and add to it your Stealth skill score.

If your total score is 5 or less, turn to **162**.
 If your total score is 6–9, turn to **292**.
 If your total score is 10 or more, turn to **12**.



== 222 ==

Your shot misses the running clansman, but it passes near enough to frighten him into increasing his pace. Rickenbacker, having now reloaded a fresh magazine, gets up and begins to weave his way through the barbecue ranges towards the fleeing enemy.

'You too, Cal,' he shouts, and you obey, your gun held ready as you follow in his tracks.

The clansman reaches the restaurant cabin as you and Rickenbacker emerge on the far side of the barbecue area. A burst of gunfire from the cabin doorway makes you dive for cover, then, moments later, you see something round and black fly from the doorway and land on the beaten earth path just a few yards away to your right.

'Grenade!' shouts Rickenbacker, and covers his head with his hands.

Pick a number from the Random Number Table.

If the number you have picked is even (2, 4, 6, 8, 0), turn to **73**.

If the number you have picked is odd (1, 3, 5, 7, 9), turn to **197**.

== 223 ==

At length you dismiss the reflection as merely a trick of the light, and continue with your drive through the pass. But you have only travelled a few hundred yards when a rumbling noise, like the sound of distant thunder, draws your eyes away to the right. In horror you look up to see great cracks appearing in the outcrop. Suddenly a whole section gives way and hundreds of tons of rock come tumbling down the mountainside. You are driving into the path of a massive landslide.

Large boulders come smashing down on to the highway as desperately you struggle to turn your roadster around and escape before you are crushed to death.

Pick a number from the Random Number Table and add to it your Driving skill score.

If your total is 7 or less, turn to **58**.

If your total is 8–10, turn to **201**.

If your total is 11 or more, turn to **329**.

224

Apprehensively you descend towards the crumbling roadway and, as you approach the centre of the dam, you try to steer towards the widest section of the remaining concrete surface. Everything is going well until your front wheels jam in a widening rut and the roadster comes to a sudden stop. You pump the gas pedal and the floor shudders as the rear wheels spin uselessly on the powdery surface. Then the car lurches to the left, as the section on which you are caught begins to break away from the rest of the dam and slip towards the edge.

'Jump for it, Cal!' screams Rickenbacker. Instinctively you know that it is too late to save your roadster, but not too late to save your life. As the left side of the car tilts towards the river far below, you clamber out of your seat and make a desperate leap for the roadway.

Pick a number from the *Random Number Table*, and add it to your *Stealth* skill score and your current *ENDURANCE* points score.

If all three scores, when added together, total 25 or less, turn to **333**.

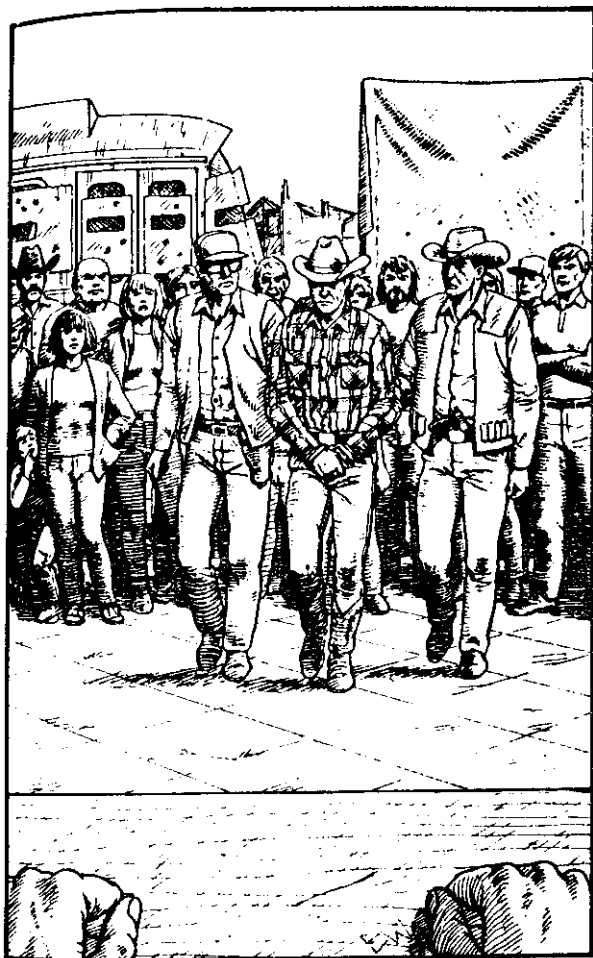
If your total score is 26-29, turn to **170**.

If your total score is 30 or more, turn to **102**.

225

Illustration XIII

Watched by the surrounding circle of colonists, you approach the table and take a seat among your six



XIII. Flanked by two burly Tucson men, Rex Tyler enters the square, his head bowed and his hands tied before him.

fellow judges. A hush descends on the plaza as Pop Ewell calls for Rex Tyler to be brought forward to answer to the charge of murder. Flanked by two burly Tucson men, Rex enters the square, his head bowed and his hands tied before him. They escort him to a place in front of the table, where they untie his hands. Both men are armed with pistols, and they make it perfectly clear to Rex that they are prepared to use them if he is foolish enough to try to escape.

Rex is questioned at length by all the judges, including yourself, and earnestly pleads his innocence. He says that his knife, the weapon used to kill Mike Gorgas, went missing the previous evening. Your fellow judges phrase their questions cleverly in the hope of tripping Rex and finding a hole in his story, but steadfastly he holds to his statement that his knife went missing and that he happened upon Gorgas' body by chance. When your turn to question him comes around for the final time, you decide to try a different tack. You ask him if he saw anyone in the immediate vicinity of the truck prior to discovering Mike Gorgas' body. After much thought he says that he remembers seeing two men, both Tucson colonists. He does not know them by name, but when asked to pick them out, he scans the surrounding faces and points to John Barlow and Paul Avenal.

After consulting with your fellow judges, they agree to let you question these two men, who are both made to approach the table. You ask each of them in turn if he killed Mike Gorgas. Both strenuously deny having had anything to do with Gorgas' murder. Avenal is so outraged by the proceedings that he accuses you of murdering Gorgas, and charges you

with attempting to frame him. It is not until Cutter points out that you and Rickenbacker were scouting the pass at the time of Gorgas' murder that he ceases his ranting and quietly fumes.

Your second request takes both men by surprise. You ask them to step forward and empty the contents of their pockets and packs on to the judges' table. After a moment's hesitation, the two men comply.

Avenal's pockets consist of the following items:

- Knife
- Cigarette Lighter
- Tin containing three cigarettes
- Pistol
- Twelve rounds of 9mm ammunition
- Screwdriver
- Solar Torch
- Map of Arizona
- Bottle of painkillers

Barlow's pockets comprise the following items:

- Tool Kit
- Radio Transmitter
- Pistol
- Fifteen rounds of 9mm ammunition
- Detonator Cap
- Paper pack containing six cigarettes
- Wire Cutters
- Signal Flare
- Reel of cloth tape

After you have examined the items, the two men are

allowed to retrieve them while you and the other judges pause to consider your verdict.

After a short deliberation, your fellow judges pronounce their judgements. Two find Paul Avenal guilty of the murder; two find John Barlow guilty; and two find Rex Tyler guilty as charged. As only a majority of one vote is required, the deciding vote rests with you.

If you decide that Avenal is guilty, turn to **121**.

If you decide that Barlow is guilty, turn to **24**.

If you decide that Rex Tyler is guilty, turn to **308**.

== 226 ==

The loose earth and the steepness of the slope is making it difficult for the clansman to maintain his balance. Before he can steady himself well enough to take an aimed shot, you raise your G-12 and squeeze off a burst of fire aimed at his chest.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score 6 or less, turn to **275**.

If your total score is 7 or more, turn to **191**.

== 227 ==

You follow the course of the Colorado River, first north, and then west towards Picacho. Throughout your drive you are treated to a spectacular view of the mighty river and the Imperial National Wildlife

Refuge, once the home of eagles and deer, and great flocks of Canada geese, ducks and swans.

Within the hour, you reach the tiny settlement of Picacho. Rickenbacker radios the news to the convoy and tells them to halt while you go ahead to check that it is safe to enter. Picacho appears to be empty, but as you make your approach, a clansman appears from one of the log cabins and starts waving at you. He is smiling and, because of the pick-up you are driving, you assume he must think you are fellow clansmen.

If you wish to stop the truck, turn to **131**.

If you wish to continue driving towards the settlement, turn to **61**.

== 228 ==

Covering your face against the stinging wind, you leave your roadster and run towards the ranger station's shattered main door. Inside the lobby, bathed in the light from your vehicle's headlamps, you find a laminated town map fixed to the wall. You grab a pen from the counter and hurriedly note directions to the hospital on the back of your left hand.

As you turn to leave you notice an open door off to your right.

If you wish to search the room beyond the door, turn to **167**.

If you decide to ignore it and return directly to your roadster, turn to **19**.

— 229 —

The pain of your wounds is overwhelming. It feels as if three red-hot knives have been driven into your flesh and left there. Kate rushes to your side and cradles you in her arms, tears welling in her eyes. She is saying something, but the noise of the battle and the loud pounding of your heartbeat drown out her words.

Carefully, using dressings from her own Medi-kit, she patches up your wounds as best she can (restore 3 ENDURANCE points). Gritting your teeth against the pain, you sit up in time to see Rickenbacker putting paid to your would-be killer. His fire hits the clansman in the chest, killing him instantly. The sight of his body tumbling backwards down the slope sends a shockwave through his confederates, and at once their attack falters. Encouraged by their sudden change of heart, you watch as they fall back towards their trucks, which are parked in a line at the centre of the freeway.

Turn to 141.

— 230 —

You bring your G-12 to your shoulder and, as you look along the barrel, you see the clansman pulling himself up the steps that lead into the bus. Without taking a fixed aim you squeeze off a short burst at the doorway, hoping to catch him before he disappears from sight.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 8 or less, turn to 313.
If your total score is 9 or more, turn to 192.



— 231 —

Illustration XIV (overleaf)

'Let me use Icarus,' says Rickenbacker. 'Conditions are ideal, and if there's a way to be found through those mountains I'll find it in a fraction of the time it'll take us to scout by foot or car.'

The colony agrees to his suggestion and Icarus, his motorized hang glider, which until now has remained under wraps aboard the Tyler's tow truck, is unloaded, assembled and refuelled. While Cutter checks the engine, Rickenbacker dons his flying suit, complete with goggles, leather flying helmet and white silk scarf. Then, with a confident wave to the assembled colonists, he climbs into the fragile machine and takes to the air.

Using his transceiver he maintains radio contact with Pop Ewell throughout his flight. After only forty minutes in the air, he is able to map a route through the tortuous network of ridges and gullies that is wide enough and safe enough to carry the convoy across the mountains to Highway 78.

Turn to 184.

== 232 ==

The dust storm is still raging fiercely as you climb back into the roadster and set off on the return journey to Gila Bend. It is a difficult and frustrating drive. You cannot shake the fear that Kate will have lapsed into a coma before you return with the Atropine, yet you dare not increase your speed for fear of crashing off the road. The strain takes its toll - lose 2 ENDURANCE points.

During your return drive you must take a Drink or lose 3 ENDURANCE points.

Turn to 160.

== 233 ==

Your gunfire wounds the clansman fatally. With his last ounce of strength, he staggers to the pick-up truck and falls across the rear tailgate. There, standing in the back, is a keg filled with blasting powder. The clansman believes you are a rival clan who are out to steal this explosive, and rather than allow it



XIV. While Cutter checks the engine, Rickenbacker dons his flying suit, complete with goggles, leather flying helmet and white silk scarf.

to fall into your hands, he pulls the self-igniting fuse that is attached to its cap. Less than a minute later, the fuse runs out and the powder explodes, with devastating effect. There is a shuddering boom, then the truck erupts into a blazing fireball of orange and scarlet flame.

Turn to 347.

== 234 ==

You cannot see your own weapon, but Kate's machine pistol is lying close by. You snatch it up and fire at Mad Dog, but nothing happens. The gun is empty.

Mad Dog frees his saw and launches a wild, sweeping slice at your head. You avoid instant decapitation by rolling across the debris-strewn floor, but as you rise to your feet, a wave of dizziness robs you momentarily of your sight, and you stumble backwards against the wall. Then your vision clears, and, as Mad Dog approaches, you duck below his wild sweeps and thrust the muzzle of your empty machine pistol at his chest. You draw first blood. The clan leader squeals like a stuck pig and pulls away, but quickly he recovers and attacks you like a man possessed.

Mad Dog Michigan:
CLOSE COMBAT SKILL 18
ENDURANCE 20

During the combat, you may use the empty machine pistol as a Club [2].

If you win the fight, turn to 350.

== 235 ==

It is an hour after dawn when the fortified gates of the Davis-Monthan base are unlocked and dragged open. With a reassuring smile, you bid farewell to Kate, then accelerate the roadster out of the base along the pot-holed asphalt of a service road that leads to Interstate 10. Beside you sits Gary Rickenbacker, an ex-flying circus stunt pilot from Midland, Texas. He is one of the Big Spring colonists who joined up with DC1 when your convoy reached that town, the first of the few civilized strongholds you have visited on your journey west. In your driving mirror you see Macy and Langdon, both from Tucson. They are the other half of your scouting party. They drive a supercharged Trans-sol that is sheathed in grey armour-plate, a custom modification that has saved their skins on more than one occasion.

You hit the freeway doing sixty-five and follow the blistered road signs pointing north to Casa Grande. Thirty minutes later you pass through the fire-blackened ruins of Rillito and Marana, two towns the Outlaws torched last month to show the Tucson colony what Shiloh had in store for them.

Ten miles slip by before you reach the next town — Red Rock. There you see something unusual, which makes you ease your foot off the gas and bring your roadster gliding gently to a halt. Macy and Langdon pull up behind you, leap out of their car and run forward to find out what is wrong.

'Check out the wreck over there on the road,' you say, pointing to a car parked outside a derelict drugstore. 'What d'you think?'

'That sure weren't there the last time I drove through this place,' answers Macy, squinting at the distant vehicle. 'An' that was jus' the day before yesterday.'

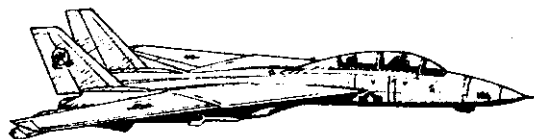
'If there's Outlaws in that town, we're gonna have to flush 'em out. If they get word back to Shiloh about the convoy, we'll have his entire gang come down on us like a ton o' bricks,' says Langdon, as he unbuckles the holster-flap covering his pistol.

You agree with him and propose a plan. Two of you will enter the town and search the buildings in the area near where the car is parked. They will flush out any Outlaws that may be hiding there. Meanwhile, the other two will skirt around the town and wait on the far side at the freeway exit. If the Outlaws attempt a getaway, they will prevent their escape.

The others agree to your plan and quickly get ready to enter the town.

If you wish to enter the town and search the buildings, turn to **144**.

If you choose to skirt around the town and take up a position on the freeway exit, turn to **309**.



236

Your skilful deduction of the clansman's hiding place has bought you an advantage in this life-or-death confrontation. Before your adversary can fix you in his sights, you open fire.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 5 or less, turn to **33**.
If it is 6 or more, turn to **143**.

237

With the engine still running, you slip the transmission into neutral and leap out of your roadster. Avenal's face drops when he sees you approach. He steps back, hesitates, then raises his machine pistol. At once, Frazer steps between you.

'Quit it you two . . . right now!' he growls, and slaps Avenal's gun down. 'Back off,' he barks at his blond sidekick. Then he turns to you and says: 'As for you, Phoenix, I oughta punch you out right here an' now. Goin' off into the night without tellin' anyone could o' got you killed. Now, get back in your car and get outta my sight before I change my mind 'bout teaching you a lesson.'

Chastened by his harsh words, you hurry back into your car and drive towards the centre of the town.

Turn to **342**.

238

The route Jaeger took yesterday, when he hiked from the well in the mountains to Interstate 8, followed the dry watercourse of the San Christobal Wash. For him it was a difficult trail to follow on foot, and you soon discover that it is even harder to negotiate in a pick-up truck. The broken ground is deeply rutted and littered with boulders, and progress is painfully slow.

Rather than continue in this direction, you decide to try a more indirect route that takes you west, away from the Wash, across an expanse of desert. By chance you happen upon the remains of a dirt road that winds southwards into the mountains. You stay with this track and, although its surface is far from perfect, you make good time.

At length you reach a ridge that overlooks the well. The site itself is located at the bottom of a bowl-shaped gully, shaded from the sun by two of the Mohawk's highest peaks. A pump house stands beside the bore-hole, to which is affixed a sign that reads:

LUKE AIR FORCE RANGE

GARCIA WELL

US GOVT. PROPERTY — KEEP OUT!

Carefully you descend, following the dirt road as it zig-zags towards the site. You are within a few hundred yards of your destination when you are faced by an unexpected hazard. You take a sharp

right bend to find that a section of the road beyond has collapsed. You brake, but the wheels skid on the loose stones and the rear of the truck starts to slide out towards the edge. Frantically you fight to correct the skid as the truck slides nearer and nearer to the edge of the steep ravine.

Pick a number from the Random Number Table and add to it your Driving skill score. Add to this total your current ENDURANCE points score.

If your total score is 27 or less, turn to 87.

If your total score is 28 or more, turn to 174.

239

You bring the grenade close to your face in order set its timer. Carefully you turn its dial to the minimum time setting — four seconds — then you ease out the pin and hurl it across the roof.

A searing, yellow flash, is followed by a dull, percussive boom, which makes your ears pop. As the smoke clears, you see that one of the shooters lies dead, and the other is leaning against the parapet, clutching at his wounded thigh with his free hand. The seated clansman appears to have survived without injury. You draw a close combat weapon and move stealthily towards the group before the shock wears off. The seated clansman sees you approaching but, curiously, he does nothing to alert his wounded companion.

You act quickly. The clansman may have a badly

wounded leg, but his finger is uninjured and it is curled around the trigger of his assault rifle. You rush him and kick the gun out of his hands, sending it sailing over the parapet. Before it hits the ground, you press home your advantage and attack.

Cape Cod (wounded):
CLOSE COMBAT SKILL 13
ENDURANCE 13

Owing to the surprise of your attack, and the weakened state of your adversary, ignore any ENDURANCE point losses that you sustain during the first two rounds of combat.

If you win the fight, turn to 210.

— 240 —

Skilfully you swerve out of the line to avoid the falling disc. With a loud crunch, the metal plate cuts into your windshield, but because of your speedy action, it strikes the glass at an angle and is deflected away. The windshield is shattered by the impact but you and your partner escape without injury.

Turn to 216.

— 241 —

You jump out of the driver's seat and, together with Kate, run forward to join Cutter. Anxiously you ask for his orders.

'We're gonna split into two groups,' he says, surveying and assessing the surrounding terrain. 'One group to help me fire these vehicles, the other to take up positions on the surrounding high ground, ready to open fire when the Lions show.'

If you wish to help Cutter set fire to the vehicles, turn to 147.

If you wish to take up a defensive position on the slopes overlooking the bridge, turn to 321.



— 242 —

As you roll away from the dead clansman, you see Rickenbacker grappling with the other Outlaw. He looks like he has the upper hand until a blow to the side of his head sends him reeling to the ground. The Outlaw cackles and reaches for a knife sheathed at his belt, but Rickenbacker is too quick for him. He draws the blade he carries concealed in his boot, and hurls it backhandedly at the grinning clansman. It sinks hilt-deep into his chest. With a thin groan, the Outlaw throws his arms wide and drops, stiff-leggedly, to the ground.

'That was a close-call,' says Rickenbacker, as he bends over the Outlaw and retrieves his blade. 'Damn close call.'

You search the clansmen's bodies before hiding them, together with their bikes, in the barn. Your search uncovers the following items:

Binoculars

Water Canteen

Enough Water for two Drinks

Knife [2]

Dagger [2]

Two Machine Pistols

Twenty-eight rounds of 9mm ammunition

One Pistol

HE Grenade

Tool Kit

Enough food for one Meal

If you choose to keep any of these items, adjust your Action Chart accordingly.

After checking that the two Outlaws were alone, you leave the cattle barn and go north in search of a suitable place to cross the Santa Rosa Wash.

Turn to 339.

243

Slowly you make the return journey across the mountains and reach Mohawk, and the expectant colony, late in the afternoon. The two of you are welcomed

back like conquering heroes, and Jeager is thanked especially. His help in replenishing the colony's water supply has undoubtedly saved many lives.

A queue forms to draw water from the pick-up and, as you are first in line, you draw Kate's ration and deliver it to her in person. She is still recovering aboard the bus, but you are relieved to see that she looks much healthier than when you saw her last during the clan attack at Sentinel. You stay with her and talk about your hopes for the journey ahead, assuring her that soon you will be safely in California and free at last from the perils of the road. (During the time you spend with Kate you must eat a Meal or lose 3 ENDURANCE points).

Sometime later, Cutter enters the bus to tell you that the convoy will be moving out in ten minutes. The colony leaders feel that Mohawk is too vulnerable to a clan night attack and they want to reach Wellton, a town twenty-six miles to the west, and set up camp there. You are not too happy about their decision, but you choose not to argue and, after saying a fond farewell to Kate, you join Rickenbacker, who is waiting for you in the roadster.

Turn to 45.

244

In response to your cry, Cutter leaps down from the school bus and throws you a folded blanket as you run towards the blazing Landcruiser. Desperately you

shake it open and use it to beat at the flames, which are by now pouring out of a hole in the luggage compartment door. Despite your brave efforts, the flames grow steadily fiercer and you suffer first-degree burns to your hands and forearms. Soon you can tolerate the stinging pain no more and you are forced to retreat: lose 4 ENDURANCE points.

Uncle Jonas appears on the scene armed with a fire extinguisher, which he trains on the side of the blazing bus. A thick stream of foam gushes into the hole and arrests the flames just long enough to allow Cutter and a handful of the Tucson colonists to arm themselves with other fire-fighting equipment and put out the fire.

Although you were injured, your bravery and swift response prevented the fire from igniting the vehicle's fuel tanks. However, there was nothing that could be done to save the contents of the compartment, which included all the colony's food and the bulk of its water supply.

Turn to 145.

== 245 ==

The staccato rattle of the clansman's machine pistol fills your ears as you dive and roll for cover behind the nearest barbecue range.

Pick a number from the *Random Number Table*. Add to this number your Stealth skill score, and your current ENDURANCE points score.

If your total score is 22 or less, turn to 108.
If your total score is 23 or more, turn to 116.

== 246 ==

You watch Macy and Langdon disappearing eastwards towards the town of Mohawk, which nestles at the northern edge of the Mohawk Mountains. Then, when their Trans-sol is little more than a speck on the horizon, you turn to Rickenbacker and say: 'S'pose we'd better start searching for breakfast. Those two blocks over there look like they might be worth an hour's search each. What d'ya say?'

Rickenbacker looks across the dust-blown precinct at the two buildings you have in mind: a Dixie supermarket and a Worldfoods wholesale warehouse. 'I leave the choice t' you,' he replies, unenthusiastically.

If you wish to search the Dixie supermarket, turn to 31.

If you decide to search the Worldfoods warehouse, turn to 169.

== 247 ==

Suddenly the clansman sees Rickenbacker and shouts out in alarm. As he fumbles for his pistol, your partner hurries towards the ditch and leaps in to land by your side before the clansman can get off a shot. Alerted by his shout, his confederates come running across the bridge en masse. Then there is a jarring

boom as the truck explodes with a brilliant flash of bright orange flame.

'What the heck . . . !' you gasp, stunned by the unexpected force of the explosion. 'They had a keg of blasting powder in the back,' cries Rickenbacker, shouting to make himself heard above the rumbling echo of the explosion. 'So I lit the fuse!'

As the dust clears, the clansmen struggle to their feet and run unsteadily towards the blazing remains of their truck. As they get nearer, you grit your teeth and prepare to open fire.

Turn to 138.



— 248 —

A heavy-set Detroit Lions scout, dressed in a leather motorcycle suit and with a necklace of bears' teeth strung about his throat, comes rushing up the slope towards you, his machine pistol spitting fire. Coolly you raise your own machine pistol and return his fire as his bullets whistle and whine around your head.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score is 7 or less, turn to 328.

If your total score is 8 or more, turn to 4.

— 249 —

At last your luck seems to have changed for the better, for the Casa Grande General Hospital is located only one block past the Exxon garage. Expectantly you enter the grounds and park your car among the rows of derelict autos that fill the front lot. The main entrance lobby is lit by fluorescent light, so you decide to enter by a side door in case the hospital is occupied by clansmen.

Cautiously you follow a dimly lit corridor that echoes with the mesmeric hum of a generator running somewhere on a lower level of the building. The corridor is well signposted but none indicates the location of the medicine storage facility. At length you reach a junction and are faced with a choice of turning left towards the X-ray department, or right towards the administration offices.

If you wish to follow the corridor to the left, turn to 324.

If you choose to follow the corridor to the right, turn to 198.

— 250 —

Illustration XV (overleaf)

Inside the bus you find Kate lying across the rear seat. Despite the heat she is covered with a blanket and



XV. Aunt Betty-Ann is kneeling by Kate's side, dabbing the beads of sweat from her ashen face.

is shivering fitfully. Aunt Betty-Ann, who is a qualified county nurse, is kneeling by her side, dabbing the beads of sweat from Kate's ashen face and trying to soothe her with words of reassurance.

'What's wrong?' you ask, anxiously.

'I reckon it's food poisoning,' she replies. 'There were a few mushrooms in a meal she ate 'bout an hour ago.'

She continues to wipe her face, then suddenly she blurts out: 'Dammit! I know they were checked, but when I looked just now I found one that was a wrong 'un. Fly Agaric. Don't know how the heck it got in with the others, seein' how careful we were when we packed the food in Tucson.'

'Will she be OK?' you ask alarmed.

'She's a strong girl and she's fighting it, but this is serious poison, Cal. The mushroom she ate contains an alkaloid called Muscarine. It's—' Your aunt notices the fear in your eyes and stops in mid-sentence. 'She'll be OK, Cal. She's strong . . . she'll be OK.'

'Isn't there something we can do, something we can give her to help her fight it? For crying out loud, we can't just let her . . . let her die!'

You feel your aunt gripping your hand tightly, as you try to combat the fear that is churning your stomach and numbing your mind. 'What she really needs is Atropine. It'll neutralize the alkaloid and her body'll do the rest. We've searched the colony's medical supplies and the drugstores in this town but none's been

found. All we can do is hope she's strong enough to get through the next few hours.'

'Aunt Betty-Ann, what are her chances, I mean, her real chances o' pullin' through?'

'To be honest, Cal,' she replies, her voice wavering, 'they're less than fifty per cent.'

Quietly you leave the bus. Rickenbacker appears and says something about the roadster but his words do not register. The gnawing fear that you could lose Kate fills your thoughts and blocks out everything. Numbly you wander back to the roadster and sit alone in the driving seat, staring unseeingly at the swirling clouds of dust as you try to come to terms with what has happened. At length you decide to try to find some Atropine. As if you have suddenly awoken from a dream, your mind comes alive and you are galvanized into action.

You take out your map and search for your present location. You reason that Atropine is not something you would normally find in a downtown drugstore, but you would expect to find it in a hospital. Quickly you scour the map and discover that the nearest hospitals to Gila Bend are in Ajo and Casa Grande.

Consult the map at the front of the book before deciding which of the hospitals you will visit.

If you wish to drive to Ajo and search there, turn to 129.

If you choose to go to Casa Grande and search there, turn to 172.

— 251 —

You pull over to the side of the road and Rickenbacker radios to the convoy, instructing it to stop and stand by. Using your lenses you are able to see that behind the tents a road block has been erected. It consists of rubble and auto wrecks, and it completely blocks the highway leading to the town of Westmอร์แลนด์. The road south to Brawley is open, but there are several strange-looking people standing at the junction, either singly or gathered in groups. Some are dressed in brightly coloured patchwork clothes, others are half-naked, yet all of them have one thing in common: they move with such lethargy that, from a distance, they resemble a colony of shambling zombies.

'I don't like the look of this,' you say to your partner. 'Radio the convoy and get them to put Cookie on. Maybe he knows something about these wierdos.'

Rickenbacker complies with your request and, within a minute or so, you are talking to Cookie person-to-person. 'Sounds like you've run across a pack of Crazies,' says Cookie, after listening to your description of the people at the junction. 'They're mainly junkies and street-scum that the army kicked outta LA and San Francisco. They're usually pretty harmless, but watch y'selves. You never can tell what they'll get up to.'

You thank Cookie for the advice and sign off by telling the convoy that you and Rickenbacker are on your way back. You are about to reach for the ignition when suddenly you hear movement away to your

right. You turn your head and see three Crazies – two men and a woman – emerge from the scrub and scurry towards the truck. Despite their frightening appearance, you notice that none of them appears to be armed.

If you wish to start the truck and drive away, turn to 29.

If you wish to stop and question them, turn to 173.

== 252 ==

The colony refuses to trust Cookie, and they will not allow you to risk his betraying the convoy's presence in the area. They tell you to retie his hands and deal with the clan patrol as best you can. Rickenbacker tries to argue but he cannot make them change their minds. Before they sign off, they tell you to maintain radio silence until the bridge is clear, just in case the clansmen are monitoring the frequencies.

Turn to 304.

== 253 ==

You wake late the following morning and open your eyes to the unexpected sight of sunlight streaming in through the window of your room. During the night the dust storm has abated steadily, and now, two hours before noon, the sun once again reigns supreme in the azure skies above Gila Bend. Your first thoughts are of Kate and immediately they spur

you into action. Hurriedly you gather up your equipment and run all the way to the school bus.

You enter to find Kate sipping soup from a spoon that Aunt Betty-Ann is holding to her lips. She still looks pale, but at least she is no longer at death's door. When she sees you she smiles and holds out her hand.

'How ya doin', kiddo?' you say, light-heartedly, and squeeze her fingers, which are cold to the touch.

'Better . . . thanks to you,' she replies. You talk to her while she drinks the last of the soup. Then your aunt goes to the front of the bus and returns with another bowl.

'Here you go, Cal,' she says, 'have some brunch.'

'Not mushrooms, I hope,' you comment, which makes Kate smile.

As you are finishing your meal, Rickenbacker climbs aboard and informs you that the convoy will be leaving in an hour. 'We'd better get ready, Cal,' he says. 'Mike Gorgas wants us to cover point. Macy and Langdon will be the convoy's rear guard.'

'OK,' you reply, as you get ready to leave. You thank your aunt for the food (restore 3 ENDURANCE points), and then kiss Kate goodbye before returning with Rickenbacker to your roadster.

Turn to 195.

254

You lock down the bolt of your rifle with the heel of your right hand as, simultaneously, you bed the stock firmly into your shoulder with your left. As though the rifle were simply an extension of your mind and body, you take a deep breath and wait for the traitor to cross in front of your sights. The instant he appears, you squeeze the trigger.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score is 9 or less, turn to **94**.

If your total score is 10 or more, turn to **37**.

255

You bring your gun up and fire at the first enemy clansman you see. Your snap shot catches him in the legs and sends him tumbling to the ground, but not before he has had a chance to return the compliment. Fortunately, in the heat of this firefight, your reactions have become lightning fast. His machine-pistol fire rips up the ground around your feet, but you save yourself by diving for cover amongst the sparse scrub that borders the railroad line.

To continue, turn to **171**.

256

'This should do for their radio,' you say, as you pluck

the grenade out of your backpack. Rickenbacker allows himself a grim smile, then he replies:

'I'll edge nearer to the bridge and get ready to cover you. Only wait till I'm in position before you blow the truck, OK?'

'OK,' you reply, confidently, and watch as he moves forward, on elbows and knees, through the sparse scrub. Once he is in position, in a dry ditch running close to the bridge, he gives a signal and you begin your approach to the enemy's pick-up truck.

Pick a number from the *Random Number Table* and add to it your Stealth skill score.

If your total score is now 7 or less, turn to **330**.

If it is now 8 or more, turn to **212**.

257

You throw yourself forwards and roll clear as the clansmen's car glances your roadster's rear fender. You suffer gashes to your hands and knees (lose 1 ENDURANCE points), but your swift action saves you from being crushed to death. As you recover you see the clan car smash through the freeway crash barrier. With a sickening crunch, it hits a telegraph pole, overturns, then spills its occupants out on to the sun-baked earth as it rolls to the bottom of a steep embankment.

Turn to **322**.

== 258 ==

The speed of your reactions saves you from the snake's vicious bite. Its venomous jaw snaps shut on thin air and, before you have a chance to retaliate, it drops down off the shelf and slithers away into the shadows, its tail rattling furiously.

Still trembling with the shock of your close encounter, you take your hard-won case of food and return with it to the roadster.

Turn to 20.

== 259 ==

You cross the centre of the campsite and follow a paved path that leads to a barbecue area. Several brick-built ranges are dotted around this enclosure, beyond which you can see another log cabin. It is larger than any of the others, and, judging by the faded sign that hangs from its roof, it once served as a restaurant for the site.

As you approach the barbecue area, you see Rickenbacker crouched behind one of the ranges. He is involved in a firefight with the clansman, who is hiding behind another brick range over on the other side, near the restaurant. Rickenbacker fires a long burst, which pulverizes the clansman's position. His clip finally runs out of ammunition and the clansman leaps away from his bullet-ridden range and sprints towards the restaurant. He is hoping to get there before your partner can reload his gun.

If you have a missile weapon and wish to fire at the clansman, turn to 177.

If you decide to chase after him, turn to 86.

== 260 ==

Once more you ask Avenal to get out of your way, but your request is totally ignored. Stubbornly he remains fixed before your car and launches into a monologue that is so full of insults and coarse innuendo that it leaves you trembling with anger. The thought of Kate slowly dying while you are held up by this abusive character is almost too much to bear. Frazer, seeing that you are fast approaching breaking point, steps in and orders Avenal to get out of the road. Reluctantly he obeys, and at once you drive off towards the centre of Gila Bend.

Turn to 342.

== 261 ==

Blinded and sickened by the tear gas, you fail to stop yourself from falling over the edge of the fire-escape platform. Helplessly you plummet through the air and crash head-first through the roof of the clan truck parked below.

Tragically your journey and your life terminate here at Wellton, Arizona.

262

'The only chance we've got of reaching Pine Valley is if the Lions can be prevented from pursuing us,' says Cutter, his voice uncharacteristically hard. You look around the gathered group and see stark fear in the colonist's faces, for most have anticipated what Cutter is about to propose.

'What we need are volunteers to stay behind and hold up Mad Dog Michigan's column just long enough for the convoy to reach Pine Valley. I'm willing to stay. Who'll stay with me?'

If you wish to volunteer to stay with Cutter and fight a rear-guard action against the Lions, turn to 54.

If you do not want to volunteer to stay behind, turn to 179.

263

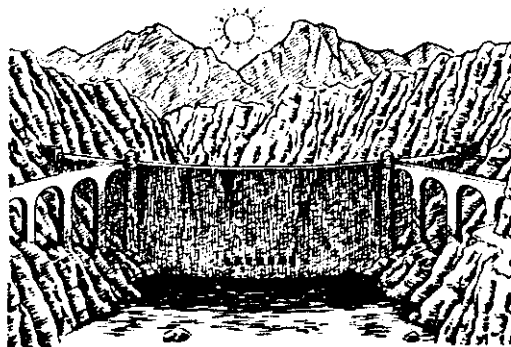
Slowly the two of you ease yourselves out of the roadster and stand with your hands out by your sides, although neither of you feels it wise to let go of your guns. Your nerves are taut and you are ready to dive to the ground at the first sign of trouble.

'Where are you from?' shouts the man.

'Texas,' replies Rickenbacker. 'We're on our way to California.'

'Guess that makes three of us,' he says, and slowly he lowers his shotgun as he walks towards you.

Turn to 100.



264

The car brakes violently and goes into a spin. The driver, his eyes and mouth open wide with horror, fights desperately to correct the skid. But before he can regain control, Rickenbacker machine-guns the rear tyres and sends the car careering through the crash barrier. With a crunch of buckling metal, it hits a telegraph pole, overturns, and spills its occupants out on to the sun-baked earth as it rolls to a halt at the bottom of a steep embankment.

Turn to 322.

265

You flip open your pouch, remove a handful of painkillers, and throw them out on to the ground beside the truck's cab. Immediately the three Crazies leap on the scattered pills and fight each other like hungry rats to get more than a fair share. The sight of their animalistic behaviour turns your stomach, and when Rickenbacker prods you in the ribs and says, 'C'mon Cal, let's go,' you gladly reach for the ignition and slam the gas pedal flat to the floor.

Erase three units from your Medi-kit.

To continue, turn to 29.

266

Ignoring the pleas of his partner, the angry clansman approaches your door. He is just a few feet away when he realizes that you are a colonist and instantly he reaches for a pistol that is holstered at his side. With your pulse pounding in your ears, you stamp on the gas pedal and feel yourself being forced back into your seat as the roadster lurches forward like a startled mare.

The clansman jumps back, but he has drawn his pistol and, as you pass him, he fires at your side window.

Pick a number from the Random Number Table and add to it your Driving skill score.

If your total score is 8 or less, turn to 142.
If your total score is 9 or more, turn to 219.

267

A large, foul-mouthed Detroit Lions scout, dressed in a grimy green leather riding suit, and with a necklace of bears' teeth strung about his throat, comes rushing up the slope towards you, his machine pistol spitting fire. Coolly you raise your rifle to your shoulder and take aim, ignoring the bullets that are whistling and whining about your ears.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 8 or less, turn to 328.
If your total score is 9 or more, turn to 199.

268

You fire your shotgun and see the clansman thrown backwards by the force of the lead shot at such short range. No sooner has his body crashed lifelessly to the ground than one of his comrades leaps over him and jumps straight at you with his hands outstretched. Before you can pump another round into the breach and fire again, he grapples the shotgun from your hands, then lunges forwards to fasten his steely fingers around your throat.

Re-con:

CLOSE COMBAT SKILL 13
ENDURANCE 25

Owing to the suddenness of the attack, you cannot make use of a close combat weapon until the third round of combat.

If you win the fight, turn to 311.

== 269 ==

You reach out to grab the rope, but another wave of debris hits you in the face and knocks you over the edge. With a terrified scream, you tumble more than 100 feet into the Colorado River and hit the half-submerged trunk of your roadster. Death is instantaneous.

Tragically, your journey and your life end here within sight of the Californian state line.



== 270 ==

The clansman reaches through one of the shattered door panels and fumbles for the lever that will release

the lock. As you bring your gun to bear, the door begins to concertina open.

If you are armed with a Pistol, turn to 133.
If you are armed with a Machine Pistol, turn to 230.
If you are armed with a Rifle, turn to 336.
If you are armed with a Shotgun, turn to 68.

== 271 ==

Your pistol shot hits the clansman in the chest, killing him instantly. The sight of his body tumbling backwards down the slope sends a shockwave through his confederates, and at once their attack falters. Encouraged by their sudden change of heart, you watch as they fall back towards their trucks, which are parked in the centre of the freeway.

Turn to 141.

== 272 ==

Both you and Rickenbacker are lost in thought as you climb back into the roadster and await the signal to leave. A few minutes later you hear that signal – three blasts from the air horn of Mike Gorgas' Mack truck – and at once you lead the convoy out of Gila Bend, heading west on Interstate 8.

Five miles along the freeway you come to a small, deserted town called Smurr. A broken-down clan bike lies abandoned outside the town's gas station, and you fear that this might mean that the Outlaws

are lying in wait on the road ahead. To make sure that it is safe, the convoy waits here while you and Rickenbacker go ahead to check out Sentinel, the next town along the freeway.

Fifteen miles from Smurr, the freeway approaches the entrance to a pass through the Painted Rock Mountains.

Add together your Perception skill score and your current ENDURANCE points score. Now pick a number from the Random Number Table and add this to your score.

If your final total is 17 or less, turn to 63.

If your final total is 18 or more, turn to 149.

== 273 ==

Spurred on by terror and desperation, you attack the window with an almost manic fury. The laboratory door is now ablaze, and acrid fumes fill the room with a sickening stench that makes you dizzy and nauseous: lose 5 ENDURANCE points.

Finally your desperate efforts are rewarded when the armoured window collapses. Amid billowing clouds of grey smoke, you force yourself through the frame and land with a jolt on the asphalt surface of a parking lot. As clean air fills your lungs your strength returns, enabling you to flee the area before one massive explosion destroys the warehouse completely.

Turn to 315.

== 274 ==

Left with only one good front tyre, you find yourself battling with the steering wheel to keep the roadster progressing in a straight line. You have barely regained control when another burst of gunfire punches a line of dents across the hood, and forces you to swerve violently to avoid the driving compartment being riddled with lead. With skill, you bring the car to a halt alongside an auto wreck, and shout to your partner to bale out. Bullets whistle all around as you and Rickenbacker tumble out of your seats and seek cover behind the roadster's armour-plated side.

Turn to 318.

== 275 ==

Your shot misses the clansman, but its proximity makes him recoil and crash backwards down the embankment. Unfortunately, his fall diverts your attention from his partner, who has successfully climbed the bank and is now rushing your position with a knife in his hand. As you turn to face him, he leaps upon you and wrestles your gun from your grasp.

Deacon Blue:
CLOSE COMBAT SKILL 16
ENDURANCE 23

If you win, and the fight lasts four rounds or less, turn to 161.

If the fight is still in progress at the start of the fifth round, do not continue. Instead, turn to 128.

276

You bring your lenses to bear on the bridge and focus on the thin man. The stick he is holding has a forked cleft at one end, and he appears to be attempting to catch snakes, probably for food. You hand your glasses to Rickenbacker to let him observe the man's strange behaviour.

'What do you think?' you ask.

Rickenbacker shrugs. 'I can't see no gun and he looks harmless enough. I say we go 'n' check him out.'

Slowly you drive towards the bridge, your eyes fixed on the man's movements. You are little more than thirty yards away when suddenly he sees you coming and dives to the ground. He reappears seconds later, brandishing a rusty shotgun, which he fires once in the air. You can tell by its dull report that there is something wrong with his ammunition. Immediately you stop the roadster and reach instinctively for your gun.

'Don't you come any nearer, you damn punks,' he screams, as he dodges from the cover of one bridge support to the next. 'I'm warning you. I've got an anti-tank rocket, and I've mined the road. You come any nearer an' you'll be blown to kingdom come. Now turn round an' get outta here before I get angry.'

There is a long pause, then Rickenbacker says: 'He's bluffing . . . he's scared and he's playin' for time.'

If you wish to try to talk with this loner, turn to 3.

If you decide to leave the roadster and approach him with stealth, turn to 127.

277

It takes you fifteen minutes of patient manipulation, but your efforts and skill are rewarded. With a satisfying click, the lock disengages and you are granted access to the lobby beyond. A study of the hospital plan reveals the location of the medicine storage facility, which you commit to memory.

'Third right . . . second left . . . second right . . . ' you mumble as you set off in search of the vital Atropine you need to save Kate's life.

Turn to 337.

278

You leave the pick-up truck parked behind a billboard at the entrance to the town and enter on foot. This tiny desert town consists of no more than two dozen buildings, all of which are in a state of partial collapse. Only two offer any shelter to a would-be ambusher: a motorcycle shop and a general store.

If you wish to investigate the motorcycle shop, turn to 69.

If you decide to take a look inside the general store, turn to 310.

— 279 —

Expectantly you ease open the door but something makes you stop dead in your tracks. It is a dog-like whimpering, followed by a low growl. The sound makes you uneasy, and you reach for your gun before opening the door any wider.

The room beyond is dimly lit by the glow from the roadster's headlights which filters in through an open window. The light is just enough for you to make out something moving near the ground. Suddenly a howl splits the silence and the shape leaps up at your chest.

At once you raise and fire your gun at the moving shadow. For a split second the open mouth and head of a ravenous coyote is lit up by the muzzle flash of your weapon. Then, as your shot catches it in the chest, the wild dog stops in mid-air and falls dead at your feet.

Still trembling with the shock of your encounter, you step over the coyote and peer into the room, only to find that it is filled with dusty, orthopaedic apparatus.

Turn to 306.

— 280 —

The grenade bounces in front of the truck, rolls, then comes to rest directly beneath its fuel tank. A few seconds pass, then there is a huge bang, followed

almost immediately by a huge ball of orange flame. A searing wave of heat knocks you flat on your back and leaves you gasping for air: lose 1 ENDURANCE point.

In the rear of the truck was loaded a keg of blasting powder, and this, coupled with the vehicle's gasoline, has produced a spectacularly devastating explosion.

The noise alerts the other clansmen and suddenly all hell breaks loose. They leap to their feet and come running across the bridge, cursing and fumbling for their weapons as they do so. Through a pall of falling dust you hobble to where Rickenbacker is hiding and lower yourself into the ditch beside him.

'What the heck was that?' he gasps, stunned by the unexpected force of the explosion.

'They must have had some explosives on board,' you reply. 'I think it's safe to say the radio's been destroyed!'

As the dust clears slowly, you see the clansmen running towards the blazing remains of their truck. As they get nearer, you take up your gun and prepare to open fire.

Turn to 138.

— 281 —

You notice that a side door to the restaurant cabin

is open, and cautiously you move across the barbecue area towards it. You have taken less than a dozen steps when the clansman rises up from behind a brick range to your left. He has an ugly sneer fixed on his face and a machine pistol, poised to fire, cradled in his calloused hands.

If you wish to dive to the ground to avoid being shot, turn to 245.

If you wish to raise your gun to try to shoot him first, turn to 158.

== 282 ==

At such close range the shots are deafening. You shake as each one explodes in your ears, scarcely daring to hope that you will survive being hit at point-blank range. So resigned are you to your doom that it takes you several seconds to realize that you have not been shot at all.

Tentatively you open your eyes to see Avenal kneeling in front of you, still holding the pistol, a coil of smoke rising lazily from its barrel. You pat your chest to confirm that you have not been drilled full of holes, then glance over your shoulder to see where the bullets have gone. A leather-jacketed clansman lies face-up on the plaza, unmoving, his chest and stomach stained bright red. A bowie knife is clenched in one of his bony hands, and a grenade, its pin undrawn, is gripped tightly in the other.

'Despite what you think o' me, Phoenix,' shouts Avenal, 'I ain't no traitor. There's your traitor.' He

points towards the street bordering the plaza. There you see John Barlow running half-crouched towards a clan scout who is sitting astride a motorcycle.

The clansman is shouting encouragement, and, as Barlow scurries nearer, he shuffles forward to make room for the traitor on the back of his riding seat. seat.

If you possess a missile weapon and wish to fire it at Barlow, turn to 14.

If you do not possess a missile weapon, or choose not to fire it at Barlow, turn to 217.

== 283 ==

Illustration XVI (overleaf)

Stunned and deafened by the unexpected explosion, you drag yourself upright into a sitting position in time to see, through the acrid smoke, a figure approaching the open doorway. Blindly you feel for your gun but it is nowhere to hand. Then the high-pitched sound of a small engine pierces the incessant ringing in your ears, at once setting your nerves on edge.

You reach for a close combat weapon as the figure steps into the lodge, and your blood runs cold when the maniacal features of Mad Dog Michigan swim into focus before your eyes. His crash into the Pantona Wash has cost him dearly. His face is a criss-cross of livid scars, many of them swollen around the stitches that are keeping the torn flesh together. He has lost his left hand, and one eye is hidden behind a patch of black cotton. It serves a practical purpose,



XVI. With a final howl of glee, Mad Dog Michigan raises the saw and screams, 'Now you die!'

hiding a now-empty socket, yet it also exaggerates the expression of hate and vengeance that fixes the clan leader's mouth.

'Revenge is mine at last - Phoenix!' he spits, and raises the motorized chainsaw that he grasps in his right hand. The motor screams as he slashes wildly at the air, then he brings the buzzing, toothed blade down upon a table top and its surface explodes into splinters and dust. He laughs a madman's laugh as he steps slowly nearer to where you sit. With a final howl of glee, he raises the saw and screams, 'Now you die!'

If you wish to throw your close combat weapon at Mad Dog Michigan, in an attempt to ward off his attack, turn to 168.

If you do not wish to throw your weapon, turn to 83.

== 284 ==

Silently you draw a close combat weapon and creep forwards, using the wrecked cars and the howling storm to cover your approach. As you move, you keep your eyes on the clansman. He stops to shelter in the lee of a panel truck, where he attempts to light a hand-made cigarette.

You are within five feet of him when suddenly he turns and sees you. Before he can scream a warning to his fellow clan brothers, you leap forward and launch your attack.

Groucho:
CLOSE COMBAT SKILL 14
ENDURANCE 24

Owing to the surprise of your attack, you can ignore any ENDURANCE point losses you sustain in the first two rounds of combat.

If you win the fight, turn to 312.

== 285 ==

Your shot catches one of the clansmen in the side. He screams and falls against his partner, who is forced to drop his rifle in order to catch his wounded companion. Rather than fire a second shot, you jump on to the roof and run towards the group. The clansman who is sitting with his back to the parapet sees you approaching, and a wave of fear knots your stomach as you wait expectantly for his shout of alarm. But curiously he does nothing to alert his companions.

Instinct prompts you to act quickly in case he has a change of heart. You rush forward and attack the two riflemen before they can disentangle themselves. Your first blow sends the wounded clansman tumbling over the parapet. Then, before his companion recovers his senses, you jump forward and attack.

Cape Cod:
CLOSE COMBAT SKILL 15
ENDURANCE 23

Owing to the surprise of your attack, ignore any ENDURANCE point losses that you sustain in the first round of combat.

If you win the fight, turn to 210.

== 286 ==

'What we need is a diversion,' says Langdon, 'something to draw them Outlaws away from their camp. The intersection is in the suburbs of Arizona City, and we figure that if we were to start a fire there, a real big fire mind, then it might jus' keep 'em interested long enough for the convoy to high-tail it through to I-8.'

'It's risky,' you reply, thoughtfully, 'but I reckon' it might jus' work. Let's put it to the convoy an' see what they say.'

Using the Trans-sol's transceiver, you radio through to Pop Ewell and inform him of the situation. He says he'll have to consult the others for a decision, but in the meantime, he advises you and the other scouts to head for Eloy and wait there until the convoy arrives.

It takes less than fifteen minutes to reach Eloy. The town is derelict and its once-prosperous stores bear obvious signs of having been looted many times over in the past few months. You park near the centre of town and consider the idea of searching some of the nearby buildings. Although the chance of finding anything of practical use is remote, you have some

time to kill: the convoy is not due to arrive here for another two hours.

Looking around at the ruined stores, you note only two that look in any way interesting: an auto repair workshop and a gun store.

If you wish to search the workshop, turn to 47.
If you choose to search the gun store, turn to 99.

== 287 ==

The harsh hammering of the clansman's machine pistol is the last sound you will ever hear. Sharp, stinging cores of pain punch you repeatedly in the stomach and fearfully you clasp your hands to your midriff as you tumble backwards to the ground. Warm blood oozes between your fingers but although you are incapable of moving, you no longer feel pain. Aware that you have been shot, and that the shock of your wounds has numbed your senses, you close your eyes and wish yourself out of this nightmare.

The urge to sleep overwhelms you. Coupled with the creeping numbness that has spread through your body, you surrender to death's timeless embrace.

Tragically, your journey and your life end here at Picacho.

== 288 ==

Desperately you search through your Medi-kit pouch

for an ampoule of snake bite serum, but there is none to be found. Then the piercing agony of your wound begins to fade and a terrifying numbness spreads down through your body and along your limbs. You try to scream, but your vocal cords have been damaged and numbed by the snake's bite and you can manage little more than a gurgling croak. By the time Rickenbacker and the others discover your body, it is too late to save your life.

Sadly, your adventure ends here in Dateland, Arizona.

== 289 ==

You are lost in thought when, unexpectedly, a mileage sign and an exit ramp loom out of the dusty darkness. Unfortunately, you overshoot the ramp, but you know by the tachometer on the dashboard, which you re-set to zero before leaving Gila Bend, that you are near the correct freeway exit for Casa Grande, so you stop your car and reverse it for several hundred yards.

The sign points to Highway 84 and lists the towns of Stanfield (ten miles) and Casa Grande (twenty-three miles). Night has now fallen, although visibility has been so poor that you hardly notice the transition from day to night. With one eye on the tachometer, you follow Highway 84 until, ten miles later, the buildings of Stanfield start to appear on either side of the road. They are little more than fuzzy grey silhouettes, featureless and indistinguishable from each other.

Suddenly up ahead you see a light. You sense it could spell danger, so you bring your roadster quickly to a halt.

If you possess a **Combat Viewer**, turn to **67**.

If you do not possess this item, turn to **332**.

290

Illustration XVII

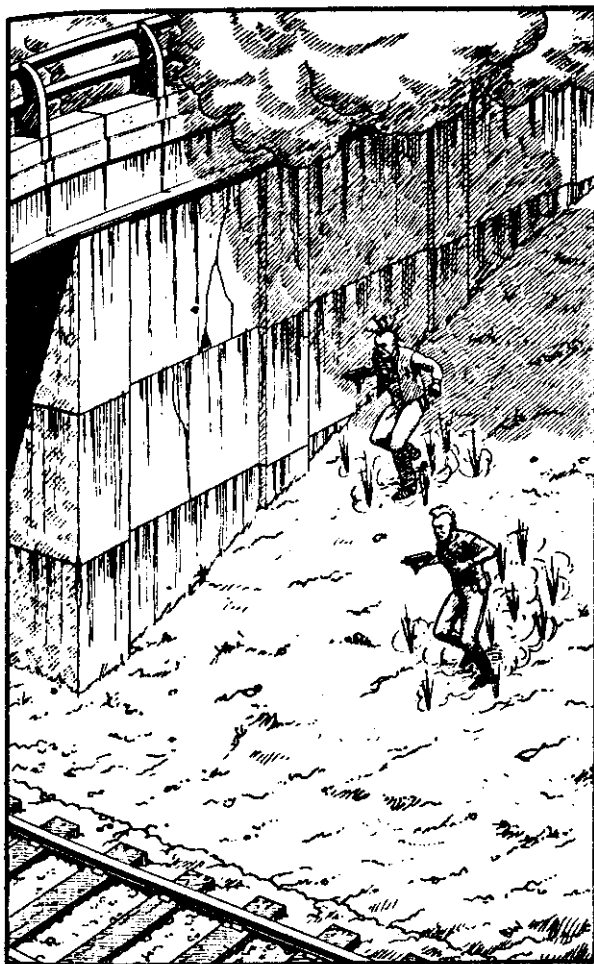
Cutter sets fire to a rag and tosses it on to the flat bed of a pick-up truck at the end of the line. There is a loud rush of air – Whumph! – and a brilliant flash of yellow light: the whole line of vehicles is engulfed by a wall of flame.

Through the shimmering heat haze you see the first vehicle in the clan convoy roll to a halt about 200 yards from the blazing barricade. The others stop in line behind it and a swarm of leather-clad clansmen disembark and scurry for cover among the rocks on either side of the freeway. You glance at Kate and force a smile as you slip off your gun's safety catch and prepare to meet their advance.

'I'm scared,' she whispers, her soft voice wavering with fear.

'Don't worry,' you say, reassuringly, 'we're gonna make it.'

Then you hear the distant poppings of gunfire, and bullets start to whistle and buzz above your head like angry insects. To your right, a group of fellow defenders open fire at a pair of clansmen who have



XVII. As the clansmen descend the embankment, bullets kick up the dust all around them but, miraculously, neither is hit.

broken cover less than 100 yards away. They are trying to descend the embankment to the railroad track. Bullets kick up the dust all around them but, miraculously, neither is hit. They reach the rails and run beneath the bridge, disappearing quickly from view. You have turned your attention back to the freeway, and are getting ready to fire your first shot, when suddenly the two clansmen reappear barely ten yards in front of the hollow. Covered by the gradient and the wire-hard scrub, they have approached close enough for you to be able to see the whites of their eyes. The leader steadies himself on the steep slope and draws his pistol. He is staring fixedly at you, leaving you in no doubt that you are his intended target.

If the weapon you are using is a Pistol, turn to 307.

If it is a Machine Pistol, turn to 226.

If it is a Rifle, turn to 101.

If it is a Shotgun, turn to 81.

== 291 ==

Expectantly you reach for the handle but, as your hand closes around the steel lever, you hear something that makes you stop dead in your tracks. A scuttling scratching sound is coming from inside the storage room. Gently you depress the handle and open the door an inch or two, only to pull it shut quickly when you get a glimpse of what lurks inside. Thousands of cockroaches cover every surface in the store room, seething and undulating like some grotesque living carpet.

It takes you several minutes to muster enough courage to open the door a second time, but before you do, you take off your jacket and tuck your jeans into your boots to prevent the insects from crawling up your legs. As the door opens and your light floods into the room, the insects panic and come rushing towards you like a torrent of vile brown water. Determinedly you meet this tidal wave and beat a path towards a table in the middle of the room. Using your jacket to clear the surface, you climb on to it and wait there – a tiny island in the middle of a stormy brown sea – until the cockroaches have dispersed into the corridor outside. When eventually the loathsome tide ebbs, you jump down from the table and begin your search for Atropine.

Turn to 80.

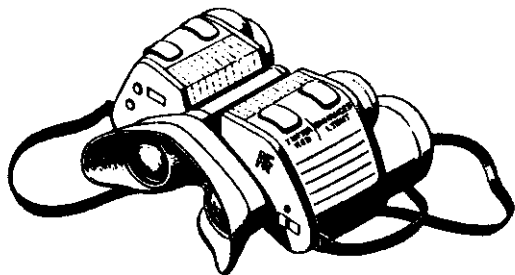
== 292 ==

As you run through the deadly hail of lead, you are half-aware of a burning sensation that cuts across the back of your calf. But it is not until you reach the safety of the alleyway that you dare to look down, to find that you have been wounded: lose 2 ENDURANCE points.

Quickly you staunch the bleeding and then hobble the length of the narrow, tunnel-like passage. At the far end, you discover a battered pick-up truck, daubed with clan emblems and slogans, parked beside a fire-escape ladder that is lowered all the way to the ground.

If you wish to stop to search the vehicle, turn to 335.

If you wish to climb the fire-escape ladder to the roof, turn to 196.



== 293 ==

Fighting back the sadness that you feel at having lost your roadster, you put on a brave face and join the others on the far side of the dam. Some of the colonists are celebrating their entry to California, but their numbers are few and, in the main, the mood of the colony is one of pessimism. You may have crossed the Californian state line, but you still have a long way to go before you reach civilization.

Pop Ewell tries once more to radio Pine Valley, but the contact is worse than before and he concludes that the mountains must be blocking the signal. On this side of the river lies the remains of a dirt road which runs north to south. Maps are consulted and it is found that this trail leads north to a small camping

settlement called Picacho, and south to Yuma. As it is far too dangerous to approach Yuma, it is decided to go north in the hope of finding a way through the mountains to Highway 78.

You join Rickenbacker in the clan pick-up truck and begin scouting the way ahead.

Turn to 227.

== 294 ==

You raise your gun and fire at the first enemy clansman you see. Your snap shot catches him in the legs and sends him tumbling to the ground, but not before he has had a chance to return fire. His burst of machine-pistol fire rips up the ground around your feet, and you are knocked down by a ricocheting slug: lose 2 ENDURANCE points.

To continue, turn to 171.

== 295 ==

You return to the convoy to find many of the colonists in a state of shock. Several groups of women and children are huddled together for comfort, many of them sobbing. A few people are shouting incoherently, while others stare vacantly at the ground, or point seemingly at random at the surrounding ruins. Everywhere you look there is an air of chaos and confusion.

By far the largest group of colonists is gathered around Mike Gorgas' truck. You stop nearby, and as you hurry over to find out what exactly is wrong, you see Cutter emerge from the group.

'What's wrong?' you ask.

'It's Gorgas,' he replies. 'He's dead.'

The news sends a cold shiver down your spine. 'But h-how?' you continue, your voice wavering.

'Murdered by the looks of it. Knife through the heart. Rex Tyler found him in his cab 'bout five minutes ago.'

You look over Cutter's shoulder and see two Tucson men holding Rex Tyler firmly by the arms. Fear is stark in Rex's eyes as another Tucson colonist launches a stream of questions at him, and jabs him repeatedly in the chest with his index finger.

'Why are they holding Rex?' you ask, growing concerned for your friend's safety.

'They reckon he's the killer,' replies Cutter.

'But Rex wouldn't hurt a fly,' interjects Rickenbacker. 'I can't believe it's him.'

'Neither can I,' says Cutter, 'but it was his knife they found in Gorgas's chest.'

'What's gonna happen to him now?' you say.

'I guess we'll have to give him a fair trial - it's the least we can do. Only it's gonna have t' wait. Macy and Langdon have spotted some Outlaw scouts on their way here. They're heading a large pack, judging by their numbers, and they're only 'bout three hours away, so they reckon. I hope you two didn't find no trouble in Sentinel 'cause we'd better move out now if we're gonna stay ahead of those clansmen.'

If you want to break the bad news to Cutter and tell him about the rockfall at the Painted Mountain Pass, turn to 10.

If you wish to investigate Mike Gorgas' death first, turn to 74.

296

While the vehicles are being checked, you drive to the rear of the line to make sure that the Chargers have not chosen to pursue the colony. You can see no sign of clan activity on the freeway, and when you relay this news to the colonists, an air of excitement grips them. You are now less than fifty miles from the Pine Valley checkpoint: the end of the journey is at last within grasp.

Now that you no longer need to stay in break-out formation, you take your place at the head of the convoy and head off along the Interstate. Soon you reach a place with the ominous name of Devil's Canyon, where the east and west lanes of the freeway part company in order to bypass a ridge of high ground. This ridge marks the start of a gradual climb

towards the Tecate Divide and the mountains of southern California, which have been instrumental in sparing the Pacific coastal territories from the worst of the post-holocaust storms, that have devastated the country's mid-western and eastern states.

You are mindful that Pop Ewell is eager to contact the Pine Valley checkpoint and, as you emerge from Devil's Canyon, you see a place that looks like the ideal location for him to transmit his radio message.

Turn to 2.

== 297 ==

There is a loud bang, and you are forced to the floor. The taste of blood fills your mouth and colours swirl in front of your eyes, only to be replaced by a black void. Sounds grow faint, and the urge to sleep becomes irresistible. It is a sleep from which you will never awaken.

Sadly, your adventure and your life end here in Dateland, Arizona.

== 298 ==

A line of dust flurries chases towards you as the clansman's bullets drill themselves into the ground. Rickenbacker returns fire, buying you enough time to roll back to the cover of the car, but not before one

of the slugs has gouged a furrow of flesh from the calf of your right leg: lose 2 ENDURANCE points.

Wincing from the pain of your wound, you drag yourself to your knees and fumble for your weapon. Then the chattering of your partner's machine pistol stops in mid-burst, and you hear him cursing as frantically he struggles to extract a dud cartridge that has jammed in the breach.

Seconds later the shadowy figure reappears in the doorway clutching a gun at hip level.

If you wish to open fire at this target, turn to 25.
If you choose not to open fire, turn to 334.

== 299 ==

The darkness makes it very difficult to take accurate aim, but as soon as the shadowy clan group appears at the other end of your rifle, you squeeze the trigger.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 5 or less, turn to 98.
If your total score is 6 or more, turn to 285.

== 300 ==

Your partner confirms that the town is empty of clansmen. He radios the convoy, telling them as

much, and shortly after receiving his call the colony arrives.

You spend a trouble-free night at Glamis and, a little after dawn the next morning, you and Rickenbacker set off to scout Highway 78. As has become standard practice, you drive two miles ahead of the colony and report back to them regularly by radio. During your drive west, you pass over several small bridges that cross canals running north from the Colorado River to the Salton Sea. This area was extensively cultivated at the turn of the century, to produce the extra food required to feed the rapidly growing urban populations of Los Angeles and San Diego. Now all that remains is a storm-ravaged wasteland.

The journey passes without incident until you reach a highway junction. A mass of tents and bivouacs have been erected here, partially covering the road ahead.

If you possess **Binoculars**, a **Telescope** or a **Combat Viewer**, turn to 251.

If you do not possess any of these items, turn to 338.

== 301 ==

Slowly you drive towards the bridge, your eyes fixed on the man's movements. You are little more than thirty yards away when suddenly he sees you coming and dives to the ground. He reappears seconds later, brandishing a rusty shotgun, which he fires once in the air. You can tell by its dull report that there is

something wrong with his ammunition. Immediately you stop the roadster and reach instinctively for your gun.

'Don't you come any nearer, you damn punks,' he screams, as he dodges from the cover of one bridge support to the next. 'I'm warning you. I've got an anti-tank rocket, and I've mined the road. You come any nearer an' you'll be blown to kingdom come. Now turn round an' get outta here before I get angry.'

There is a long pause, then Rickenbacker says: 'He's bluffing . . . he's scared and he's playin' for time.'

If you wish to try to talk with this loner, turn to 3. If you decide to leave the roadster and approach him with stealth, turn to 127.

== 302 ==

A pot-bellied Detroit Lions scout, dressed in an ill-fitting riding suit of grimy green leather, and with a string of bears' teeth hung about his throat, comes lumbering up the slope towards you with his machine pistol spitting fire. Coolly you raise your shotgun and take aim, despite the wave of bullets that are whistling and whining about your ears.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score 7 or less, turn to 328.

If your total score is 8 or more, turn to 182.

303

The two Outlaws continue to ride towards the bridge, and come to within 100 yards of your position before bringing their machines to a halt. One of them, a thin-limbed punk with a shaven head, kneels down to examine something on the ground. Then he stands, takes up a pair of binoculars slung around his neck, and focuses them on the bridge itself. The other biker, who is dressed in a tattered blue denim boiler-suit, takes a long swig from a water canteen that is strapped to his chest.

'Shall we take 'em out?' whispers Rickenbacker.

You are about to reply when the shaven-headed clansman stiffens. He lets his binoculars fall and snatches up the machine-pistol that is slung beneath his shoulder. Somehow, by sound or instinct, he has been alerted to your position. He shouts a warning to his partner and they scurry into the surrounding brush before you have a chance to fire.

'They know we're here,' hisses Rickenbacker. 'I don't like it.'

'Keep a lookout to the right. I'll cover the left,' you reply, as quietly as you can.

With your nerves on edge you scour the surrounding undergrowth. A sudden noise to your left, like that of a falling stone hitting the ground, makes you turn your head, but a quieter shuffling noise to your right causes you to turn back just in time to see the shaven-headed clansman running towards you with a knife

in his hand. He makes a dive and is upon you before you can fire a shot. Instinctively you grab his wrist and manage to twist the blade from his hand, but tenaciously he fights back, kicking and clawing like a wild animal as he launches his fight to the finish.

Pee-Wee:

CLOSE COMBAT SKILL 16

ENDURANCE 24

You are unable to evade combat and must fight the clansman to the death.

If you win the combat, turn to 51.



304

Against your better judgement, you leave Cookie tied up in the cab of the pick-up truck before you begin the unenviable task of clearing the bridge. A five-mile detour takes you across the Gila River and enables

you to approach the clansmen from the north, the direction in which they would be least expecting an attack. After observing their small encampment, you decide that the first priority must be to destroy their radio, which is located inside their truck.

If you possess a **HE Grenade**, and wish to use it, turn to 256.

If you do not possess this item, or choose not to use it, turn to 64.

== 305 ==

You join with Rickenbacker in searching the clansman's body and deduce, from the tattoos of a big cat found on both his wrists, that he is a Puma clan member.

'I wonder what he was doing here on his own?' muses Rickenbacker. 'I've no idea,' you reply, letting your eyes scan the surrounding campsite for a possible answer. You see nothing unusual, and it is not until you search inside the restaurant cabin that your question finds an answer. There you discover a store of foodstuffs, a secret hoard that the clansman had been keeping from his fellow clan members.

'The colony sure are gonna appreciate this,' says Rickenbacker, as he reaches for his radio transceiver. The colony is delighted to hear about your discovery and, while you wait for them to arrive, you take the opportunity to search the rest of the cabin for useful items. Your search uncovers the following:

Machine Pistol (containing twelve rounds of 9mm ammunition)

Solar Torch

Binoculars

HE Grenade

Enough food for five Meals (separate from hoard)

Rope

Knife [2]

If you wish to keep any of these items, remember to adjust your Action Chart accordingly.

Turn to 150.

== 306 ==

Cursing your luck, you return to the corridor. You find that the way ahead is now lit faintly by light from the room, enabling you to see that it is the next door along which is the entrance to the medicine storage facility.

Expectantly you reach out for the handle but, as your hand closes around the steel lever you hear another noise, which makes you stop dead in your tracks. Coming from inside the storage room is a scuttling, scratching sound. Gently you depress the handle and open the door an inch or two, only to pull it shut quickly when you get a faint glimpse of what lurks inside. Thousands of cockroaches cover every surface in the store room, seething and undulating like some grotesque living carpet. It takes you several minutes to muster enough courage to open the door a second time, but before you do so, you take off your jacket

and tuck your jeans into your boots to prevent the insects from crawling up your legs.

As the door opens and the light trickles into the room, the insects panic and come rushing towards you like a torrent of vile, brown water. Determinedly you meet this tidal wave and beat a path towards the table in the middle of the room. Using your jacket to clear away the surface, you climb on to it – a tiny island in the middle of a stormy, brown sea – and wait there until the cockroaches have dispersed into the corridor. When eventually the loathsome tide ebbs, you jump down from the table and begin your urgent search for Atropine.

Turn to 80.

== 307 ==

The uneven slope is making it difficult for the clansman to maintain his balance. Before he can steady himself sufficiently to take an aimed shot, you raise your own pistol, take a bead on his chest and quickly pull the trigger.

Pick a number from the *Random Number Table* and add to it your Shooting skill score.

If your total score is 7 or less, turn to 275.

If your total score is 8 or more, turn to 191.

== 308 ==

Quietly you inform your fellow judges of your deci-

sion and, after a brief consultation, Alice Yardum announces the verdict.

'By the majority decision of this tribunal, we find Rex Tyler guilty of the murder of Michael Gorgas in the first degree. This crime is a capital offence, punishable by death by firing squad. The sentence is to be carried out immediately.'

Upon hearing the verdict, the surrounding colonists utter a sound that is full of shocked disbelief. Tyler's face turns green and he staggers back into the arms of the Tucson escorts. A lone voice in the crowd demands a re-trial, but it is ignored. Then another voice rings out, but this time it captures everyone's attention. It is Macy, the convoy's lookout, and he is screaming words that make the blood run cold.

'The Outlaws are attacking!'

Without warning, two grenades explode simultaneously in the town square and the chatter of machine gunfire echoes along the empty side streets. Screams of panic mingle with the dull booms of more explosions as the colonists rush to the vehicles to try to retrieve their weapons before it is too late. A burst of gunfire from a rooftop stitches a line of holes across the table and sends you and the other judges diving for cover. Suddenly everything is chaos; it's every man for himself. You grab your gun and scurry towards a garbage cart that lies overturned on the plaza. As you skid to a halt behind the cart, you find yourself face to face with Rex Tyler, the friend you have just sentenced to death. The confrontation is shocking, but it is the sight of the pistol that he is holding that really strikes terror in your heart.

With a determined look in his eyes he raises the gun towards your head.

'No, Rex, no!' you scream, and close your eyes as his finger snatches repeatedly at the trigger.

Turn to 59.

== 309 ==

Having chosen to block the exit, Macy and Langdon wait patiently while you and Rickenbacker drive off the freeway and make a wide detour around the town. As soon as you are in position on the far side, they bring their Trans-sol to within fifty yards of the suspect clan car, halt, then rush forward on foot. You watch them disappear among the buildings, then less than a minute later, you hear gunfire and see three mean-looking clansmen come running into the main street, shouting and firing behind them as they scurry towards their vehicle.

With tyres squealing, the car comes racing through the town, heading straight for the freeway ramp where you and your partner lie in wait.

'Hey, these guys ain't gonna stop,' says Rickenbacker, as he climbs out of the passenger seat and takes cover behind the trunk.

'Sure is rude to leave in such a hurry,' you reply. 'Guess we'll just have to teach 'em some manners.'

The clan car is 200 yards away and closing fast when

a machine pistol appears at the passenger window. Immediately you see a muzzle flash and a stream of bullets peppers the side of your car, making you duck your head involuntarily.

'They're gonna ram us!' screams Rickenbacker. 'OK. Let 'em have it,' you shout, and as one, you and your partner stand up and take aim at the oncoming enemy.

If you wish to aim at the car's windshield, turn to 123.

If you choose to aim at the vehicle's front tyres, turn to 65.

== 310 ==

With some difficulty you force open the front door and enter the gloomy general store. As you expected, it is stripped of food and practical items of hardware: this shop has long since been gutted of its stock by foraging clansmen.

Half-heartedly you search amongst the debris that lies ankle-deep on the floor, but find nothing worth the trouble of stooping to pick up. Then you reach a storeroom at the rear, and are intrigued to discover that it has been bolted shut from the inside. A faint humming sound emanates from behind the door, a sound that sounds vaguely like that of an electric motor.

Add together your Perception and Field Craft skill scores.

If your total scores 10 or less, turn to **203**.
 If your total score is 11 or more, turn to **166**.

== 311 ==

Rickenbacker pulls the dead clansman off you and helps you up. When you are back on your feet, you look towards the bridge and see the bodies of the other clansmen lying in a tangled heap on the dirt road. They were all dispatched by your partner before they came within ten yards of the ditch.

Together you walk back across the bridge to Cookie and the pick-up truck. The ex-clansman praises your bravery. In his estimation, taking on and defeating six angry Yuma Pumas is nothing short of heroic. Rickenbacker shrugs: 'All in a day's work, kid,' he says, and reaches nonchalantly for his radio transceiver.

Within seconds he is in touch with the convoy and, almost casually, he reports that the bridge across the Gila River is now clear.

Turn to **200**.

== 312 ==

You drag the clansman's body into the back of the panel truck and make a quick search of his clothing. You uncover the following items:

Pistol (containing ten rounds of 9mm ammunition)
 Club [2]
 Water Canteen
 Enough water for two Drinks
 Cigarette Lighter
 Solar Torch

As you are about to leave the panel truck, you hear a clansman calling out his partner's name. You wait with bated breath until the shouting ceases, then you hurry back to your roadster.

The dust storm is still raging fiercely as you head back on to Highway 84. Your return to the intersection with Interstate 8 passes without incident and soon you are driving west once more towards Gila Bend. It is a difficult and frustrating drive, for you cannot shake the fear that Kate will have lapsed into a coma before your return with the Atropine, and yet you dare not increase your speed for fear of crashing off the freeway. The strain takes its toll - lose 2 ENDURANCE points.

During your return drive you must take a Drink or lose a further 3 ENDURANCE points.

To continue, turn to **160**.

== 313 ==

Illustration XVIII (overleaf)

To your dismay, your snap shot misses its intended target and punches a hole in the side of the bus, just a few inches to the left of the door. Undaunted, the clansman enters and quickly disappears from sight.



XVIII. You see your aunt grappling with the thug, her hands locked around the muzzle of his gun in a desperate attempt to prevent him from firing it.

Then you hear Kate scream as she catches sight of him. Her scream is quickly echoed by another, one that you recognize immediately as Aunt Betty-Ann's.

You respond to their cries by leaping out from behind the garbage cart and running headlong towards the open door, oblivious to the bullets that are whistling past on all sides. As you reach the entrance, you almost throw yourself aboard the bus in your haste to prevent the clansman from harming the two women. As you regain your feet you see your aunt grappling with the thug in the centre aisle, her hands locked around the muzzle of his gun in a desperate attempt to prevent him from firing it. The gun goes off, stitching a circle of holes in the roof, and your aunt is knocked backwards as the barrel is torn from her grasp. Before he can bring his gun to bear, you dive forward and drag the clansman crashing to the floor of the bus.

Fat Cat:

CLOSE COMBAT SKILL 16
ENDURANCE 24

Owing to the surprise of your attack, ignore any ENDURANCE point losses you may sustain in the first round of combat.

If you win the combat, turn to 52.

== 314 ==

You cannot see him, but you feel certain that the clansman is hiding inside the playground hut.

If you have a missile weapon, and wish to fire at the hut, turn to 103.

If you do not possess a missile weapon, or do not wish to fire at the hut, turn to 17.

315

As the sound of the explosion echoes for miles across the suburbs, you run as fast as you can towards the hole in the paint factory fence. You leap through and keep running, your eyes fixed straight ahead at a spot at the end of the street, where an anxious Rickenbacker is standing, waiting for you to show. He can see by the state of your clothing that you've had a lucky escape, and he rushes forward to help.

'What the heck's happened to you?' he bellows, shouting in order to make himself heard above the roar of the fires.

'Later . . .' you reply; 'I'll tell you later. First we gotta get away from here!'

Together you make it back to the roadster in time to see Macy and Langdon's distress flare shoot into the cloudless sky above Interstate 8.

'It's worked,' says Rickenbacker, relieved that your efforts have not been in vain. 'The convoy's on its way through.'

'Yeah,' you reply, fighting to catch your breath, 'and that means the Outlaws are on their way here. It's time we were outta here!'

A huge, billowing pall of dense, black smoke is rising into the sky above Arizona City, casting its shadow over the barren land ahead. Before long you have left behind the town's suburban sprawl and you find yourself making your escape westwards along an unmarked road that snakes towards the Santa Rosa Wash.

The tiny town of Chuichu flashes past in the blink of an eye, and within a few minutes you arrive at a junction where once there were roads. Now no trace of them remains, save a signpost that indicates south to the town of Jackrabbit and west to the Santa Rosa bridge and a town called Cuckelbur.

You continue driving due west, across sun-baked soil littered with sagebrush and tumbleweed, until at last you reach the Santa Rosa bridge. It crosses the Santa Rosa Wash, a river that is now little more than a dried-up trench. The bridge is holed and impassable by vehicle, and although the Wash itself is bone-dry, its banks are too steeply undercut for you to attempt a crossing here.

'We'll head north and cross as soon as we can,' you say, consulting your map. Rickenbacker is about to agree when suddenly he notices a cloud of dust approaching from the east. 'Bikes,' he hisses, 'clan bikes. Must be the first of the Outlaws. Looks like they saw us leave Arizona City.'

You stand up in your seat in order to get a better view of the approaching bikers, and count only two motorcycles. They are moving too fast to outrun them, leaving you with only two options: to hide or to fight.

If you wish to try to hide from these clansmen, turn to 88.

If you wish to stand and fight them, turn to 135.

== 316 ==

As your group of defenders moves to intercept the raiding party, bursts of automatic fire kick up flurries of dust all around you. Their comrades are laying down a heavy covering fire, but it does not deter you from heading-off the raiding party's attempt to circle behind your position.

When finally you reach the gravel road, you find yourself confronting the raiding party head-on and out in the open, where there is little or no cover. Instantly, your group finds itself in the middle of a desperate close-range firefight.

Pick a number from the *Random Number Table* and add to it your Shooting and Stealth skill scores.

If your total score is 9 or less, turn to 113.

If your total score 10-14, turn to 294.

If your total score is 15 or more, turn to 255.

== 317 ==

The angry clansman is less than ten feet away when suddenly he stops and looks back at his partner, who has lost interest and is now moving away. The angry man curses him, to no obvious effect, then reluctantly shrugs his shoulders and follows in his tracks.

You wait until both of them have disappeared from sight before you accelerate and continue along the street.

Turn to 53.

== 318 ==

'Can you see anything?' you shout.

'Yeah,' replies Rickenbacker, a sweat caused by fear pouring down his face. 'Across the street. Cinema roof. Two bandits . . . maybe three. They've got assault rifles.'

'Hell!' you growl, cursing the lapse of concentration that has landed you in this predicament. 'Pinned down with a flat . . . hell!'

If you possess a **CB Radio**, turn to 43.

If you do not possess this item, turn to 221.

== 319 ==

'We found this guy camped near the San Christobal Bridge,' says Langdon, as the Trans-sol glides to a halt beside your roadster.

'He says he's on his way to San Francisco, would you believe?' comments Macy, as he gets out of the car with the man in tow.

'What's your name?' you ask.

'Brent Jaeger,' he replies, and tentatively he offers his hand in friendship. At first you hesitate, then you shake it, and at once the man seems to relax, as if a weight has been lifted from his shoulders.

'For a minute there I thought you guys were clansmen,' he says. 'I thought my time was up.'

'Where you from?' you ask.

'I've made my way up from Panama, mostly on foot. I've got blisters to prove it, too. I was working on the canal when HAVOC pulled the plug. I guess I was lucky, I found a safe zone in the jungle and waited there for spring to come around again. It's sure been a long time comin'.'

'Amen,' replies Langdon.

'Since things have settled I've been making my way north. I'm lookin' to get back home to San Francisco.'

'You're lucky you've got this far on your own,' you say.

'There were three of us when we started out, but the heat and the clans did for my friends and now I'm the only one left. I'm gonna make it, if only for their sakes.'

Rickenbacker offers him some water from his canteen and he accepts it gladly. 'I heard about the scene in California from some survivalists I stayed with for a while down in Alamos. Sounds like they've gone an' turned the state into one big fortress. The army's in

charge and they've got things locked down tight. They've kicked all the troublemakers out into the desert and slammed the door. In the south, I hear they've drawn up a new state line, from Pine Valley to Banning. All the old roads in and out are guarded and I hear they've got real picky 'bout who they let in.'

He reaches to the inside pocket of his tattered denim jacket and produces an equally tattered map. 'I plan on going in here,' he says, pointing to a part of the map that is so worn that it has become almost illegible. 'It's a place in the mountains, north of Lake Henshaw. I figure that the army can't have enough men to patrol that area too well. If you guys'd take my advice, you'd think 'bout doin' the same.'

You tell Jaeger your own story of how you survived the post-holocaust years. You also tell him that you and the others are acting as scouts for a colony of people who are equally determined to reach California, only they are now so short of food and water that unless fresh supplies are found soon, few of them are likely to survive the 400 miles that still separate you from the Pacific Ocean.

'Man, you guys have got problems,' he says, shaking his head slowly from side to side. 'And you're headin' slap-bang into even more. Ain't you heard - Yuma is a clan base. And believe me, the guys that are holding that city are heavy-duty bad news. If you're thinkin' of crossing the Colorado River there, forget it. You'll never make it. They'll blow you off the road.'

Worried by what Jaeger has said, and eager that he tell everything he knows about the clan base at Yuma,

you ask him to return to the convoy with you. After some thought, he decides that there may, after all, be safety in numbers, and he agrees to join the colony. Anxious to get back, you climb into your roadster and set off on the return road to Aztec.

Turn to 204.

320

Illustration XIX

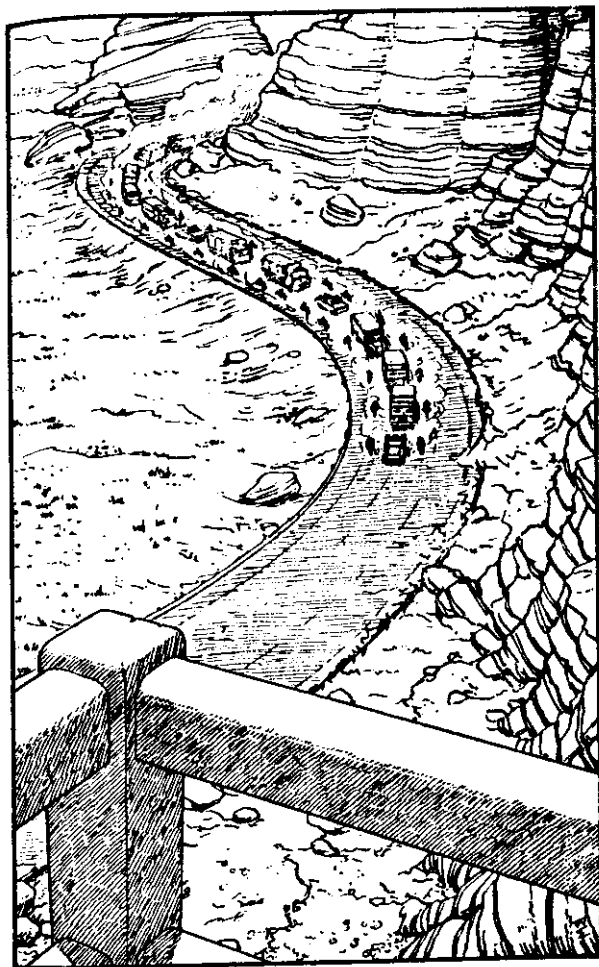
Hurriedly you climb the stairs to the observation platform and find Rickenbacker pointing east towards Devil's Canyon. You do not need binoculars to be able to see the long column of trucks that are racing along the freeway.

'Dammit!' They must have eavesdropped on the radio conversation Pop just had with Pine Valley,' you say, your mind reeling at what could happen. 'I'd bet my last water ration that they're gonna try to destroy our colony and trick Pine Valley into letting them through the checkpoint instead.'

An icy cold chill runs the length of your spine when you recognize the emblems that are emblazoned boldly on the sides of the vehicles. They are the lion's head motifs of the Detroit Lions clan. With eyes wide with fear, you focus on the leading vehicle. It is a speedster.

'Oh my God!' you gasp. 'It's Mad Dog Michigan. He's still alive after all!' At once you turn and rush to the steps. 'C'mon Rick, we've gotta warn the others.'

Turn to 23.



XIX. You do not need binoculars to be able to see the long column of trucks that are racing along the freeway.

== 321 ==

You join Kate and search for somewhere to take cover on the lower slopes of Round Mountain, close to the freeway, and, after a few minutes of searching, you find a good position. It is a hollow surrounded by small boulders, which commands a clear view of both the bridge and the railroad beneath it.

Together you watch while Cutter, Avenal and Rickenbacker walk along the line of parked vehicles, dousing them liberally with gasoline tapped by hose directly from the tanker. When the tank is near empty, Cutter orders everyone to clear the area. Rickenbacker and Avenal just make it to cover on the far side of the freeway when the first of the clan scouts appears in the distance, emerging from the approach road to Devil's Canyon.

Turn to 290.

== 322 ==

There is an eerie silence as you and Rickenbacker survey the tangled wreckage from the top of the freeway ramp. The bodies of the three clansmen lie where they fell on the embankment below. Although you look closely for some sign of life, there is none to be seen: all three were killed outright when they were hurled from their vehicles.

Then the quiet is disturbed by the growl of a powerful car engine. You look towards the town and see the grey Trans-sol approaching the freeway, and you

wave to reassure Macy and Langdon that you and your partner are OK. They wave back and then pull up alongside your roadster.

'They were Outlaws all right,' says Macy, looking down at the remains of the clansman's car. 'That skull-'n'-crossbones scrawled on the driver's door is their mark, sure 'nough.'

While the others go to investigate the wreckage and bury the dead clansmen, you stay with your roadster and check to make sure that all is well. When they return, they offer you a choice of items salvaged from the crash:

Pistol

Knife [2]

Five rounds of 9mm ammunition

Antiseptic dressings (enough for one Medi-kit unit)

If you choose to keep any of these items, remember to adjust your Action Chart accordingly.

To continue, turn to 104.

== 323 ==

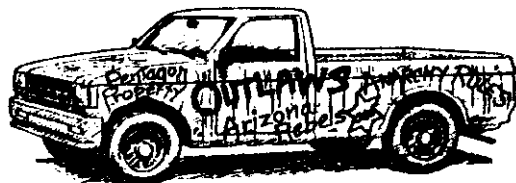
You jump out of the truck and look from one cabin to the next, hoping to catch a glimpse of the elusive clansman. You see no one, but you do notice that all the cabin doors are closed and secured with padlocks. The clansman could not have entered the cabins, so he must have run behind them.

You run along a paved passage between two of the cabins towards an area that was once used to cook barbecues. Several brick-built ranges are dotted around the area, beyond which you can see another log cabin. This one is larger than any of the others, and once served as a restaurant for the site.

Add together your Perception and Field Craft skill scores.

If your total score is 10 or less, turn 281.

If your total score is 11 or more, turn to 91.



== 324 ==

The corridor leads to a flight of stairs that descends to the X-ray department. The doors are open but the room itself is unlit. You peer into the darkened room and notice a faint light spilling into the unlit department through the window of a door on the far side of the room. A bank of light switches is located on the wall nearby.

If you wish to turn the lights on and search the X-ray department, turn to 206.

If you choose to cross the darkened room and leave by the door opposite, turn to 41.

If you decide to turn around, retrace your steps to the junction, and follow the corridor towards the administration offices, turn to 198.

== 325 ==

You take aim at the clansman's chest and pull the trigger. Your gunfire hits him squarely in the torso, the force of its impact knocking him flat on his back. He does not get up. Like a bounding lion, Rickenbacker hurries towards the ditch and leaps in to land by your side as the first of the dead clansman's confederates comes running across the bridge. Then there is a jarring boom as the truck explodes with a brilliant flash of bright orange flame.

'What the heck . . . !' you gasp, stunned by the unexpected force of the explosion.

'They had a keg of blasting powder in the back,' cries Rickenbacker, shouting to make himself heard above the rumbling echo of the explosion. 'So I lit the fuse!'

As the dust clears, the clansmen struggle to their feet and run towards the blazing remains of their truck. As they get nearer, you grit your teeth and prepare to open fire.

Turn to 138.

== 326 ==

'I tell you he's bluffing,' says Rickenbacker. 'C'mon Cal, let's take him.'

'OK,' you reply, 'only don't hurt the dude unless he makes a bad move, all right.'

'All right,' says Rickenbacker, and starts to move. You ease yourself out of the driving seat and take cover with your partner behind the trunk of the car.

'You go left,' you whisper, 'and I'll go right. Circle him, OK?'

'OK,' comes Rickenbacker's terse reply, and then he scurries off, using the scrub to cover his approach to the bridge.

You adopt the same tactic and close in on the bridge until you can see the man clearly. He is crouching close to the tent, his thin, bearded face twitching and awash with sweat. Then he catches sight of Rickenbacker and he panics, throwing down his shotgun and taking off across the bridge at a run. You chase after him and bring him down near the middle of the bridge with a tackle that once would have earned you a try-out with the LA Raiders. It slams him to the ground and empties the air from his lungs.

'Don't . . . hurt . . . me . . . ' he gasps.

'I'm not gonna hurt you, bud,' you reply, and pull him to his feet. As you are bringing him back across the

bridge, Rickenbacker approaches from the dry undergrowth.

'OK, wise guy,' he says, pretending to be angry, 'who are you and what are you doin' here?'

Turn to 100.

== 327 ==

You follow the highway for a quarter of a mile until you come to a junction. Directly ahead you see a large building with a sign that says:

AJO FIRE STATION PIMA COUNTY

You feel sure that the local fire department would have a map of the local area, so you drive on to the forecourt and park near the main door. Covering your face against the stinging wind, you leave your roadster and run towards the building. Inside the lobby, bathed in the light from your vehicle's headlamps, you find a laminated town map fixed to the counter. You grab a pen lying nearby and hurriedly note directions to the hospital on the back of your left hand.

As you turn to leave you notice an open door off to your left.

If you wish to search the room beyond the door, turn to 60.

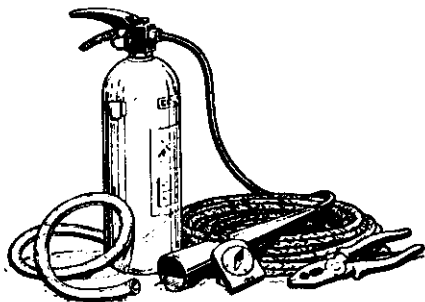
If you decide to ignore it and return directly to your roadster, turn to 19.

328

Your gunfire misses its intended target, but wounds one of the scouts following closely behind. The clansman you missed stops in mid-stride and raises his weapon to his shoulder: this time he intends to make sure his bullets hit you.

If you wish to fire again, and are able to do so, turn to 75.

If you wish to duck into the hollow to avoid being hit by the clansman's fire, turn to 214.



329

In a consummate display of driving skill, you brake heavily and spin the wheel hard over to the right to bring the roadster around in a screeching 180-degree turn. Then, the instant you are pointing in the opposite direction, you press the gas pedal to the floor and accelerate away. Your quick thinking and skilled driving have saved you from crashing into a

wall of rock and from the rain of boulders that are now smashing down on to the highway.

As you put your foot down and speed away from the rockfall without injury, you thank Cutter Jacks for having had the patience and foresight to teach you this difficult manoeuvre.

Turn to 112.

330

You are only a few yards away from the truck when inadvertently you step on a prickly cactus leaf. One of the spines pierces the sole of your boot and skewers your foot: lose 3 ENDURANCE points.

As you fall to the ground, clutching your injured foot, the pain is so acute that you cannot stifle the urge to scream. Instantly the clansmen stop talking among themselves and turn to look in your direction. At first they dismiss the sound, then one of them stands up and comes walking towards you.

Panic grips you. Fearing that you have been discovered, you pull the pin and hurl the grenade at the clansmen's truck.

Pick a number from the Random Number Table and add to it your Perception skill score.

If your total score is 7 or less, turn to 92.

If your total score is 8 or more, turn to 280.

== 331 ==

As the traitor exhales his last breath and falls dead on the ground by your side, Rickenbacker and Cutter come running across the plaza and take cover with you behind the garbage cart. Quickly you tell them how Barlow attacked you, and how you are now absolutely convinced that he was guilty.

'You're right,' says Cutter, glancing down at Barlow's body. 'He must have been a clan infiltrator. I'd hazard a guess that this attack is an effort by the Outlaw's t' get him out o' here.'

'Well they've got here too late,' you reply. 'His sentence has already been served in full.'

From behind the metal lip of the garbage cart you survey the battle that is raging around the plaza. Most of the colonists have now armed themselves and taken cover, and they are putting up a worthy defence of the vehicles. The few clansmen you do see are either dead or attempting to escape from the town. All, that is, apart from one. He is a blond-haired thug, dressed in a studded leather vest and striped pants, who is busy hammering at the glass door panels of the DC1 school bus with the stock of his machine pistol. The sight of him senselessly attacking the door of the empty bus does not bother you unduly until you remember that there is one person still on board the bus — Kate — and your heart nearly stops with shock.

If you wish to open fire at the clansman before he

gains entry to the bus, and are able to do so, turn to 270.

If you do not wish to open fire at the clansman, or are unable to do so, turn to 181.

== 332 ==

The light flickers on and off as the dust-laden wind gusts along the main street of the town. Slowly you drive forward, your eyes straining to identify the source of the light, when suddenly two men appear in front of you, caught in the glare of your headlights. Their faces are covered with leather riding masks, but the skull-and-crossbones emblems emblazoned on their jackets leave you in no doubt as to their identity: they are Outlaw clansmen.

Startled by the lights, they stand frozen before you in the middle of the highway.

If you wish to halt your roadster, turn to 124.

If you decide to accelerate your car straight at them, turn to 189.

== 333 ==

You land heavily on the broken roadway with your arms outstretched, hoping to find something to cling to, but the impact of your landing numbs your hands and you are unable to prevent yourself from slipping backwards over the edge. With a terrified scream, you fall more than 100 feet into the Colorado River, and hit the half-submerged trunk of your roadster.

Tragically, your journey and your life end here at the California state line.

== 334 ==

You duck your head under cover as a second burst of fire from the doorway sends bullets thudding into the side of the car. Rickenbacker remains standing, seemingly unperturbed by the danger as angrily he works the bolt of his gun back and forth. Cursing, he slams the mechanism against the front of the car and, to his surprise, the sudden impact is just what is needed to dislodge the faulty shell.

With a vengeful laugh, he snatches the gun to his shoulder and squeezes off a long burst of fire that leaves the clansman slumped in the doorway. As he stops to reload, you hear running footsteps above and behind you. You turn in time to see two clansmen rushing to take up firing positions on the roof of a nearby bank. You shout a warning and Rickenbacker spins around to face the threat. There is no time to take aim: he must trust to his senses if he is to survive this confrontation. Firing on instinct, he sprays the parapet of the roof with bullets and catches the two clansmen before they have you in their sights. With gurgling screams they tumble from the rooftop and crash on to the street below.

'Are you OK?' asks Rickenbacker with some urgency, as he kneels by your side.

'Sure, I'm fine,' you reply uneasily, feeling embarrassed that you let him tackle the enemy single-handedly.

'I thought you'd been hit,' he says. 'You sure you're OK?'

'Sure, I'm sure.'

'Mmm, all right then,' he muses. 'I guess we'd better check out the bodies, jus' t'make sure they're Outlaws.' You nod in agreement and follow as he walks across the street towards the fallen clansmen.

Turn to 215.

== 335 ==

There is not enough time for you to search the clan truck thoroughly, but you do discover, lying on the dashboard, a Pistol (containing fourteen rounds of 9mm ammunition), a can of beans (enough for one Meal), and a **HE Grenade**.

If you wish to keep any of these items, remember to adjust your Action Chart accordingly.

Once more the sound of gunfire can be heard coming from the roof of the cinema. Concerned for Rickenbacker's safety, you leave the truck and start your climb up the fire-escape ladder.

Turn to 196.

== 336 ==

The moment your rifle is in position, you look along

the barrel to see that the blond-haired thug is already half-way up the short flight of steps that ascends into the bus. Immediately you pull the trigger, hoping to catch him before he disappears from sight.

Pick a number from the Random Number Table and add to it your Shooting skill score.

If your total score is 10 or less, turn to 313.

If your total score is 11 or more, turn to 192.

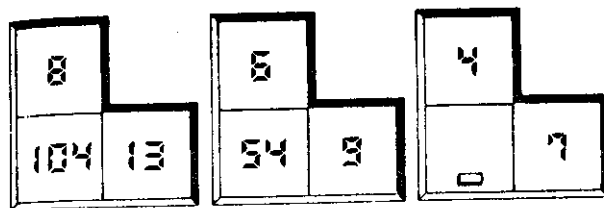
== 337 ==

Shortly, you arrive at the medicine storage facility. The elation you feel at having found it so quickly is dampened when you switch on the lights and take stock of your surroundings. Tens of thousands of bottles and containers line the shelves and, to make matters worse, you soon discover that all the drugs classified as poisonous or under FDA control are locked away in a vault-like room, protected by a steel door and a sophisticated combination lock. It could take you a week to search the shelves, and considerably longer to force open the vault door.

Hoping to get lucky, you search through the store's card index system, looking for the Atropine listing. You find it, but your worse fears are confirmed when you see that the stock records are printed on a red card. Atropine is classified as a poison and is therefore kept locked away inside the vault.

With dread, you examine the combination lock. It is an electronic device, consisting of three groups of

three numbers, each group arranged in the shape of an 'L'. One of the numbers in the last group is missing. When the correct number is tapped in here, it completes the sequence and releases the lock. Consider the following numbers carefully. When you think you know the missing number, turn to the entry that bears the same number as your answer.



If you cannot solve the security code, turn to 164.

== 338 ==

You pull over to the side of the road and Rickenbacker radios to the convoy, instructing it to stop and stand by. You focus your eyes on the distant junction, and begin to make out the shape of people. They are standing on the highway, either singly or in groups, but they do not appear to be doing anything in particular. When they do move it is with such lethargy that, from this distance, they resemble a colony of shambling zombies.

'I don't like the look of this,' you say to your partner. 'Radio the convoy and get them to put Cookie on. Maybe he knows something about these wierdos.'

Rickenbacker complies with your request and, within a minute or so, you are talking to Cookie person-to-person. 'Sounds like you've run across a pack of Crazies,' says Cookie, after listening to your description of the people at the junction. 'They're mainly junkies and street-scum that the army have kicked outta LA and San Francisco. They're usually pretty harmless, but watch y'selves. You never can tell what Crazies'll get up to.'

You thank Cookie for the advice and sign off by telling the convoy that you and Rickenbacker are on your way back. You are about to reach for the ignition when you hear a movement away to your right. You turn your head and see three Crazies - two men and a woman - emerge from the scrub and scurry towards the truck. Despite their frightening appearance, you notice that none of them appears to be armed.

If you wish to start the truck and drive away, turn to 29.

If you wish to stop and question them, turn to 173.

== 339 ==

You need to follow the course of the Santa Rosa Wash for only half a mile before you find an ideal place to cross. It is close to the town of Cucklebur, a settlement that was home to the Papago Indians before 'the

Day'. As you drive through the town, the beginnings of a hot, north-westerly wind sweeps across the land, and you notice a dark storm cloud streaking the sky. You pray that it is the prelude to a rainstorm, for it has not rained in these parts for more than a year, but your experience and your senses tell you otherwise.

'There's a dust storm brewin', dare say it's blowin' down from the Nevada desert,' you say, motioning to the north.

'Looks like it could be a mean 'un,' replies Rickenbacker, as he stares thoughtfully at the gathering cloud. 'A real mean 'un.'

By the time you rejoin Interstate 8, the weather has greatly deteriorated. Carried on a high wind come swirling, stinging eddies of rust-red sand, some as tall as five-storey buildings. They move across the landscape like spinning tops, sucking in and spewing out tons of dust, rock and debris every second of their short but violent lives. So great has the dust saturation become that even though it is still only late afternoon, you are forced to switch on your headlights in order to make out the road ahead.

Out of this wall of dust a mileage sign appears, which says:

GILA BEND - 44 miles

It is nearly an hour before you see another sign. This one announces a rest stop one mile ahead on the freeway.

If you wish to stop at this freeway service area, turn to 56.

If you decide to continue driving through the dust storm towards Gila Bend, turn to 13.

== 340 ==

The first of the convoy vehicles draws up as you and your captive arrive back at the roadster. Rickenbacker notices the cords binding the clansman's hands and comments on your thoroughness.

'Neat job you did there, Cal.'

'Not really. He was already trussed-up like that when I found him,' you reply.

Then Cutter and a handful of colonists disembark and come over to take a look at your prisoner. Readily he answers their questions, and seems genuinely eager to appease them. You discover that his name is Cookie. He says that he was trying to escape from Yuma and that the other two men, who ambushed you from the roof of the cinema, were scouts from a clan called the Pumas who control that city. Cookie says he was running east in the hope of finding a colony to join. The scouts were sent to capture him and take him back to Yuma where the Pumas' leader, whose name is Pentagon, intended to execute him. It was to serve as a warning to the other members of his clan.

'If you're so keen to get away from the Pumas,' says Rickenbacker, 'why the hell did you join with 'em in the first place?'

Cookie says that he was exiled from California four months ago, after being caught by an army patrol while he was looting food from a derelict store in downtown LA. 'I joined the Pumas 'cause I had to. It was either that or starve to death in the desert.' He says that he knows the surrounding area well, and offers to help the colony if you agree to take him with you.

Turn to 151.

== 341 ==

Hurriedly the remaining colonists return to the convoy vehicles and begin to leave. Meanwhile, Cutter gathers about him all those who have volunteered to stay and fight. Using a map, and with minutes to spare before Mad Dog's clansmen are expected to show up, he sketches his plan of action.

Cutter decides that the best place to delay the enemy is at a railroad bridge, located six miles west along Interstate 8 at a place called Round Mountain. Using the DC1 tanker, which is still laden with over 2,000 gallons of gasoline, and a handful of smaller vehicles, Cutter plans to block both freeway lanes and then set fire to the tanker, turning the road block into a blazing barricade.

With the rear-guard volunteers in position on either side of the freeway, some on the slopes of Round Mountain and a few holding the high ground directly opposite, overlooking the bridge, he is confident that you will be able to hold back Mad Dog's clan long

enough for the convoy to reach the safety of Pine Valley.

Once everyone has been briefed, and is aware of the part they are expected to play in this desperate action, the last of the spare weapons and ammunition are distributed among you. You may choose to replenish your supply from the following:

Pistol
Rifle
Five rounds of 7.62mm ammunition
Eighteen rounds of 9mm ammunition
Three rounds of 12-gauge ammunition

Remember to adjust your Weapons List and/or Ammo Pouch accordingly.

To continue, turn to 220.

== 342 ==

You return to the school bus to find your aunt sitting by Kate's side. She is holding her wrist, as if monitoring her pulse, and her face is tense and lined with worry. Kate's face is deathly pale. She is no longer perspiring and her breathing is almost imperceptible.

'Where have you been, Cal?' asks your aunt, in a tone of voice that reminds you immediately of your mother's. You reply simply by handing her the tub of Atropine tablets.

'How did you get. . . ?' she gasps, then at once her

look of surprise changes to one of intense concentration.

'I went to—' you start, but your aunt cuts you off. 'No . . . never mind now,' she says, tersely. 'There isn't time for explanations. Kate's slipping away. We must be quick if we're to save her.'

Swiftly your aunt prepares an Atropine solution, using the tablets and some boiled water, and carefully she pours it, drop by drop, into Kate's mouth. 'You go and get yourself some rest,' she says. 'You've earned it. There's nothing more you can do here. We'll know in the morning if she's going to pull through.'

Aching with fatigue, you leave the bus and find shelter in a derelict boarding house nearby. There you find a bed with blankets and settle down to some much-needed sleep.

Turn to 253.

== 343 ==

The choking fumes swirl around your body as you race up the iron staircase. You reach the top in a matter of seconds, but already the heat from the blaze is becoming intolerable. You feel your skin tightening and your throat and nostrils seizing up. Desperately you kick open the door and throw yourself into the office beyond it. At that moment, a huge explosion rocks the building and you are sent sprawling to the floor. Dazed by the blast and weakened by the

heat and toxic fumes, you stagger to your feet and stumble drunkenly towards another door. As if in answer to your prayers, this one is marked 'FIRE EXIT'.

With trembling hands you reach out to push the locking bar, but, to your horror, you find that it is chained and padlocked shut!

Pick a number from the *Random Number Table* and add to it your Field Craft skill score. If you possess a **Flexible Saw**, **Bolt Cutters**, or **Wire Cutters**, add a further 3 points of your score.

If your total score is now 8 or less, turn to **185**.

If your total score is now 9 or more, turn to **7**.

— 344 —

You stop near the service bay and leave your engine running while you investigate the office of the gas station. A wire rack full of age-yellowed maps looks promising, but all it contains are Arizona road maps and tourist route planners. You rifle the drawers of the office cabinets and, although you find no town map, you do discover the following items:

Solar Torch
Tool Kit
Bolt Cutters

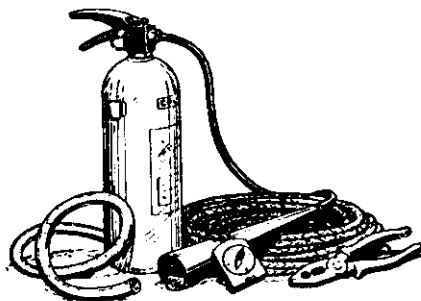
As you turn to leave, you notice a town map pasted to the back of the door by which you entered. Your spirits rise when you see that the hospital is just one block east along Highway 84.

At last your luck seems to have changed for the better. You climb back into your car and drive for less than a minute before the entrance of the Casa Grande General Hospital appears on your right. Expectantly you enter the grounds and park your car among the rows of derelict autos that fill the front lot. The main entrance lobby is lit by fluorescent light, so you decide to enter by a side door in case the hospital is occupied by clansmen.

Cautiously you follow a dimly lit corridor that echoes with the mesmeric hum of a generator running somewhere on a lower level of the building. The corridor is well signposted but none indicates the location of the medicine storage facility. At length you reach a junction and are faced with a choice of turning left towards the X-ray department, or turning right towards the administration offices.

If you wish to follow the corridor to the left, turn to **324**.

If you choose to follow the corridor to the right, turn to **198**.



== 345 ==

You fire and almost immediately you see the clansman throw his hands in the air and fall forward stiffly to the ground. For a few moments his limbs move jerkily, then his whole body relaxes as it surrenders to death.

Rickenbacker appears at the edge of the barbecue area, drawn by the sound of gunfire. His face is lined with worry until he sees that you are still standing.

Turn to 305.

== 346 ==

You recoil in shocked surprise, but your reactions are too slow to avoid the snake's vicious attack. Its curved fangs pierce the side of your neck and inject their deadly venom before you have pulled away from the shelf. Clutching at the wound, you sink to your knees in agony.

Pick a number from the *Random Number Table* and add to it the number of Medi-kit units you currently possess.

If your total score is now 12 or less, turn to **288**.

If your total score is now 13 or more, turn to **110**.

== 347 ==

When the dust and debris have finally settled, you

see that the clansman did not survive the blast: his body lies a few yards from the blazing wreck, stiff and lifeless. To your left you can see Rickenbacker and Cookie running towards the bridge after completing their part of the plan successfully. You call to them and they are relieved to see that it was not you who perished in the explosion. You rejoin them and together you return to the pick-up to report that the bridge across the Gila River is now clear.

Turn to 200.

== 348 ==

Illustration XX (overleaf)

You dismiss the reflection and concentrate on the road ahead, but you have only travelled a few hundred yards when a rumbling noise, like the sound of distant thunder, draws your eyes away to the right. In horror you look up to see great cracks appearing in the outcrop. Suddenly a whole section gives way and hundreds of tons of rock tumble down the mountainside. You are driving into the path of a massive landslide.

Huge boulders come smashing down on to the highway as desperately you fight to turn your roadster around and escape before you are crushed to death.

Pick a number from the *Random Number Table* and add to it your Driving skill score.

If your total is 7 or less, turn to **58**.

If your total is 8-10, turn to **201**.

(continued over)

If your total is 11 or more, turn to 329.

== 349 ==

Scrambling to your feet, you take off your jacket and use it to beat a path towards a table in the middle of the storage room. Once there, you climb on to the table – a tiny island in the middle of a stormy brown sea – and wait until the cockroach swarm disperses into the corridor outside.

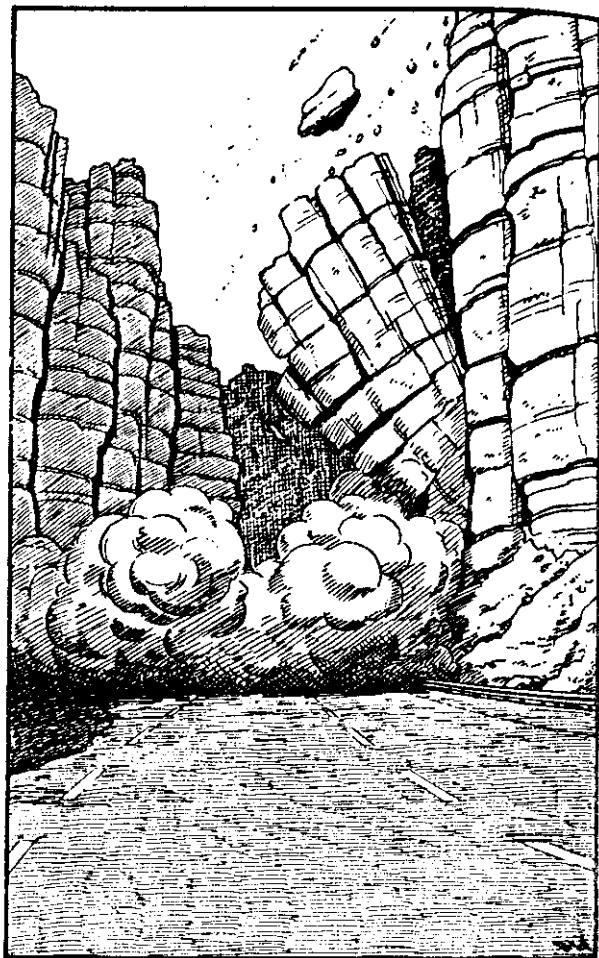
When eventually the loathsome tide ebbs, you jump down from the table and begin your urgent search for Atropine.

Turn to 80.

== 350 ==

Gasping for breath, you step back from Mad Dog's lifeless body and turn around to give what help you can to your friends. You are saddened to see that Langdon is beyond help: he took the full force of the blast that blew open the lodge door, and must have died instantly. For a moment you fear that all the others have suffered a similar fate, but your panic soon passes when you check them out one by one.

Kate is the first to regain her feet. She has just managed to stand when she sees Mad Dog lying dead on the floor, and almost swoons. You support her and hold on to her until the dizziness passes. 'At last,' she



XX. Hundreds of tons of rock tumble down the mountainside. You are driving into the path of a massive landslide.

says, looking down at the HAVOC leader's face. 'The nightmare is finally over.'

'Not completely,' says Cutter, wiping away a trickle of blood from his brow. 'That's right,' interjects Rickenbacker. 'We've still got to get to Pine Valley.'

Outside you find a pick-up truck. It was the vehicle Mad Dog used to reach the lodge ahead of his clansmen. Now these Detroit Lions cannot be too far away, and they have been reinforced by an additional contingent of Chargers. Quickly the four of you jump into the truck and head west, driving cross-country until you rejoin the freeway near a small town called Boulevard.

During your escape, Cutter makes radio contact with Pine Valley and tells them that you are on your way. He also warns them that you have a clan army hot on your heels. 'Don't worry 'bout them,' comes the reply. 'We've got a little surprise in store for those guys. You just keep your foot down and don't stop for nothing, y'hear.'

All of you are puzzled by the message, then, as you reach a high peak called Crestwood Summit, you hear the roar of a jet engine, approaching from out of the western sky. It is a fighter aircraft, and Kate is the first to see it as it skims the top of Long Valley Peak and comes screaming towards you, tracking along the line of Interstate 8.

Captain Ed Hughes makes a mental note of his air speed and altitude, and realigns his F-14 Tomcat ready for a strike. His is the last serviceable fighter

of the VF213 Blacklions squadron left at the Miramar Naval Air Station, and he is proud to have been the one called upon to fly this ageing but deadly combat machine on what could be its last mission. The target appears in the distance and, automatically, Hughes arms his sidewinders and locks-on his targeting computer. He is seconds away from contact. A last radio check confirms that the target is valid and, with an almost casual ease, he depresses the twin red fire buttons and sends his missiles screaming towards the line of clan vehicles. By the time they have struck and destroyed the clan column, he has already banked out of his dive and is heading west, above the Sawtooth Mountains, on a bearing that will take him back to his base at NAS Miramar - Fightertown USA.



The sound of the F14's attack hits you like a clap of thunder behind the ears. There is a massive explosion, followed by a long and heavy rumble that echoes for minutes among the surrounding peaks.

The suddenness and awesome power of the strike leaves all four of you stunned into open-mouthed silence, and it is not until you reach Pine Valley, and see your fellow colonists waiting expectantly beyond the fenced checkpoint, that you recover your senses fully and comprehend what has happened. You have survived the journey of a lifetime and, at last, you have reached your goal.

Following your reunion with your fellow colonists, you are escorted by the army to the US Naval Hospital in San Diego, where those who require it receive expert medical attention. News of your daring journey spreads quickly, and many hundreds of San Diegans besiege the hospital for a glimpse of those who have come out of the Omega Zone, a region where no civilized man was thought capable of surviving for more than a few weeks.

It is not long before the full account of the hardships and perils you have faced are coaxed out of your fellow colonists by the news-hungry Californian populace. Within a few days you discover that your personal exploits have made you quite a hero in their eyes, especially when it is revealed that you were born and raised in California. Your reputation is further glorified when the full story of your love for Kate Norton is told, and of how you saved her from the clutches of a despised HAVOC leader against all odds.

The army and the civil leaders stage a special ceremony in honour of the indefatigable spirit that you and your colony displayed during your exodus. News of the ceremony comes as an unexpected sur-

prise, yet there is an even greater surprise awaiting you. At the end of the grand ceremony, you are reunited with your family, all of whom have survived the post-holocaust years. It is a joyous and emotional reunion, the memory of which you will cherish for the rest of your life.

For you, Cal Phoenix, the journey is over. You have triumphed where most would have failed, and by doing so, you have earned yourself a special place in the history of America.

RANDOM NUMBER TABLE

7	2	3	8	2	4	8	9	0	4
4	6	2	3	9	6	6	0	9	8
9	5	8	6	8	6	0	8	1	0
8	4	5	8	6	9	5	7	5	4
8	7	4	2	4	1	7	6	9	2
2	6	2	7	0	0	7	3	0	6
2	6	8	6	8	5	3	5	2	8
4	5	4	0	6	4	8	5	7	6
9	5	4	5	0	3	3	0	3	8
6	7	8	1	8	7	4	9	2	1

Close Combat Rules Summary

1. Add to your CLOSE COMBAT SKILL any extra points gained through use of a close combat weapon.
2. Subtract the CLOSE COMBAT SKILL score of your enemy from your total. The resulting number is the Combat Ratio.
3. Pick a number from the Random Number Table.
4. Turn to the Combat Results Table.
5. Find your Combat Ratio along the top of the chart and cross-refer it with the random number you have picked. (E indicates enemy's loss of ENDURANCE points. CP indicates Cal Phoenix's loss of ENDURANCE points.)
6. Continue the combat from stage 3 until one combatant has zero ENDURANCE points, this is when he is declared dead.

To Evade Combat

1. You may only evade combat when the text of the adventure offers you the opportunity.
2. If the text offers the chance of taking evasive action instead of entering into combat, you may evade in the first round of combat or in any subsequent round.
3. If you decide to evade after a round of combat, ignore all points lost by the enemy in that round: only Cal Phoenix loses ENDURANCE points.

CLOSE COMBAT

RESULTS TABLE

COMBAT RATIO

-11 Or Greater	-10/-9	-8/-7	-6/-5	-4/-3	-2/-1
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RANDOM NUMBER

1	E -0 CP -K	E -0 CP -10	E -1 CP -8	E -1 CP -7	E -2 CP -6	E -3 CP -5
2	E -2 CP -6	E -3 CP -5	E -4 CP -4	E -4 CP -3	E -5 CP -3	E -5 CP -3
3	E -3 CP -4	E -4 CP -3	E -5 CP -2	E -5 CP -2	E -6 CP -2	E -6 CP -2
4	E -1 CP -6	E -2 CP -6	E -2 CP -5	E -3 CP -5	E -3 CP -4	E -4 CP -4
5	E -3 CP -4	E -4 CP -4	E -4 CP -3	E -5 CP -2	E -5 CP -2	E -5 CP -2
6	E -2 CP -6	E -3 CP -5	E -3 CP -4	E -4 CP -4	E -4 CP -3	E -4 CP -3
7	E -4 CP -4	E -4 CP -3	E -5 CP -2	E -5 CP -2	E -6 CP -1	E -6 CP -1
8	E -0 CP -10	E -0 CP -7	E -1 CP -6	E -2 CP -5	E -3 CP -5	E -3 CP -4
9	E -3 CP -4	E -3 CP -4	E -4 CP -3	E -4 CP -3	E -5 CP -2	E -5 CP -2
0	E -5 CP -0	E -5 CP -0	E -5 CP -0	E -6 CP -0	E -6 CP -0	E -7 CP -0

0/0	+1/+2	+3/+4	+5/+6	+7/+8	+9/+10	+11 Or Greater	
E -3 CP -5	E -3 CP -4	E -3 CP -4	E -3 CP -3	E -4 CP -3	E -5 CP -3	E -6 CP -3	1
E -5 CP -3	E -5 CP -2	E -5 CP -2	E -6 CP -1	E -6 CP -1	E -7 CP -1	E -8 CP -0	2
E -6 CP -2	E -6 CP -1	E -6 CP -1	E -7 CP -1	E -8 CP -0	E -9 CP -0	E -10 CP -0	3
E -4 CP -4	E -4 CP -3	E -4 CP -3	E -5 CP -2	E -5 CP -2	E -6 CP -1	E -7 CP -1	4
E -5 CP -2	E -5 CP -2	E -6 CP -1	E -6 CP -1	E -7 CP -1	E -8 CP -0	E -10 CP -0	5
E -4 CP -3	E -4 CP -2	E -5 CP -2	E -5 CP -2	E -6 CP -1	E -6 CP -1	E -7 CP -1	6
E -6 CP -1	E -6 CP -1	E -7 CP -1	E -8 CP -0	E -9 CP -0	E -10 CP -0	E -16 CP -0	7
E -3 CP -4	E -3 CP -3	E -4 CP -3	E -4 CP -3	E -5 CP -2	E -5 CP -2	E -6 CP -2	8
E -5 CP -2	E -5 CP -1	E -5 CP -1	E -6 CP -1	E -6 CP -0	E -7 CP -0	E -9 CP -0	9
E -7 CP -0	E -8 CP -0	E -10 CP -0	E -12 CP -0	E -16 CP -0	E K CP -0	E K CP -0	0

E = ENEMY

CP = CAL PHOENIX

K = AUTOMATICALLY KILLED